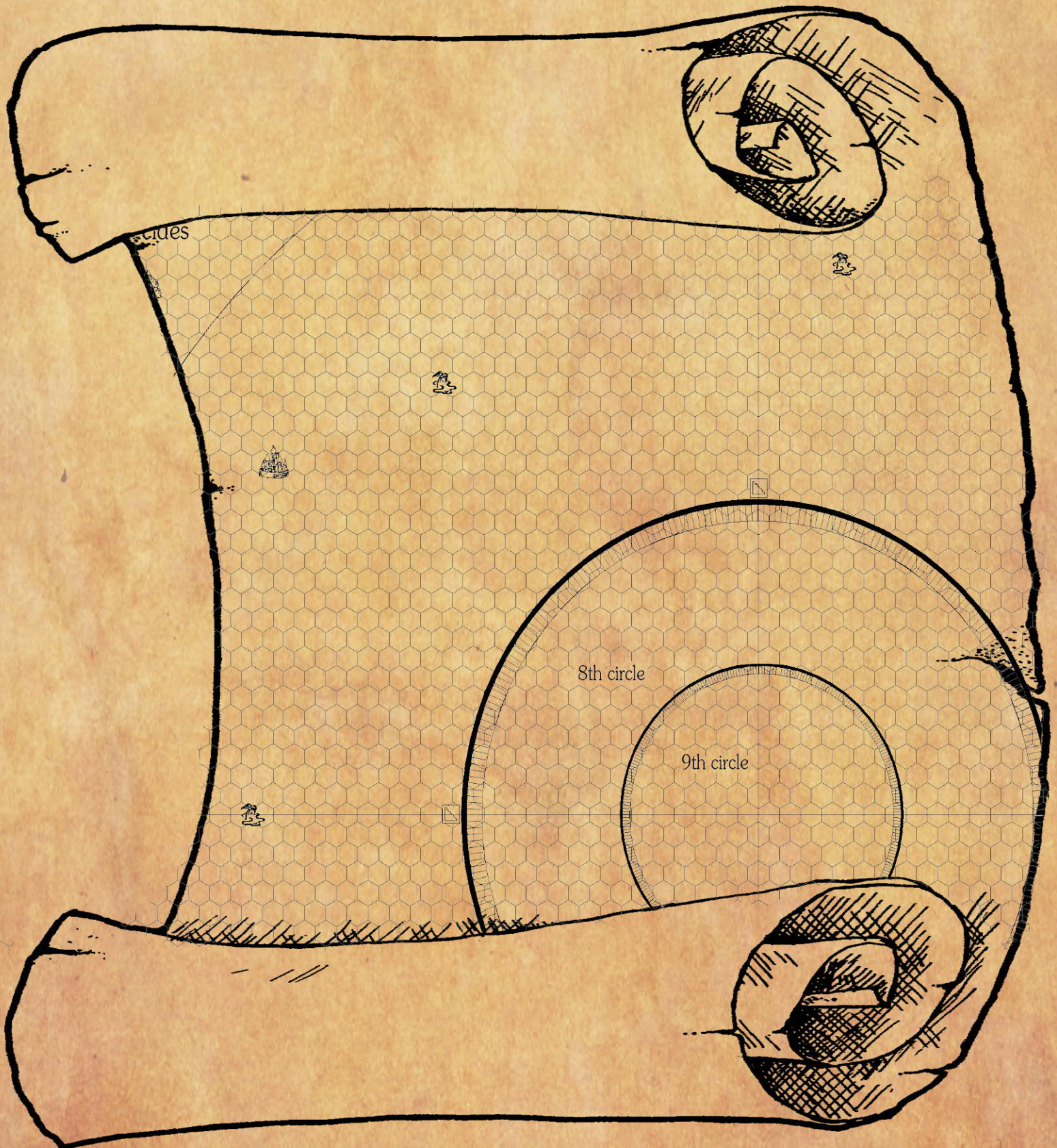


INFERNO GAZETTEER

FIRE AND ICE

CIRCLES SEVEN, EIGHT, AND NINE



Writing

Paul Elkmann / Geoffrey O. Dale

Design & Layout

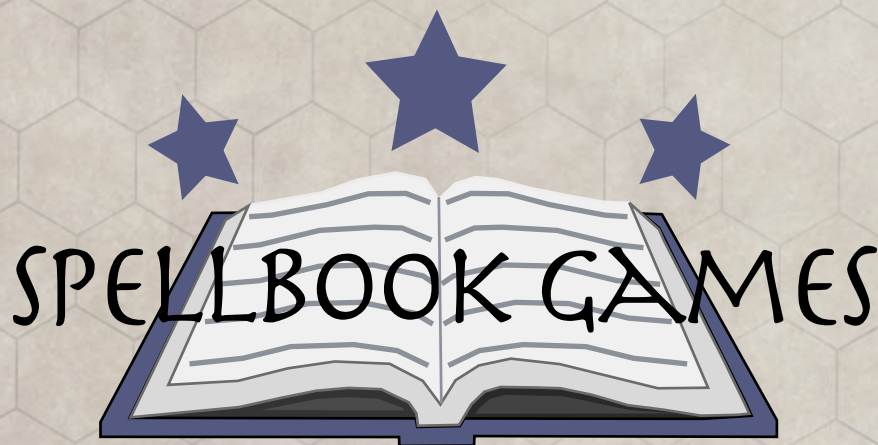
Eric Elkmann

Art

Andreas Claren

Eric Elkmann

Produced by



©2013 Spellbook Games. All characters, names, places, items, and text are copyrighted by Spellbook Games. All art is copyrighted by the artist(s) and is licensed to Spellbook Games. All rights are reserved except as described in this notice: permission is granted, (1) to make personal copies of this material, and (2) for non-commercial distribution of this material provided that the material is not altered or added to in any way, and is clearly identified as the work of Spellbook Games. The incorporation of any part of this material into any other product offered for sale or distribution in any other manner without the written permission of Spellbook Games is prohibited. This game aid may include mythical, religious, mystical, fantastical, and/or supernatural elements and references; these elements are works of fiction and intended only for purposes of entertainment. Any resemblance between fictional characters described in this game aid and persons living or dead is purely coincidental.

GAZETTEER OF HELL

TABLE OF CONTENTS

Introduction, p4

Circle Seven, p8

NW Map, p11

NE Map, p27

SE Map, p37

SW Map, p50

Circle Eight, p62

Circle Nine, p89

The Escape from Hell, p101

Encounter Tables, p102

Introduction

This Gazetteer is a game aid intended to aid a Games Master in using Hell as an adventuring location in their campaign. It briefly describes a large number of sites that may be of interest to an Adventurer, or may be used or referred to by the Games Master in a campaign, along with maps showing their locations in Hell.

This product is a Games Master's reference that describes a portion of the geography of Malebolge (Inferno). It is an overview of the deepest and innermost section of Hell, the area around and just above the imprisoned Lucifer, the Archfiend, covering the Seventh, Eighth, and Ninth Circles. A 'Circle' is a generally a toriod-shaped (e.g. doughnut) region of Hell, with a fixed inner and outer radius relative to Hell's geographical center. Each Circle is ruled by a Diabolic Prince with his unique Dukes or Earls, guarded by Legions commanded by Diabolic Generals, is home to a specific group of Devils and is populated by a particular class of sinner. Most Circles are separated from their inner and outer neighbors by great cliffs, swamps, or areas of rough terrain. Throughout this Gazetteer, the 'outer' radius, rim, circumference, etc., refers to the direction going away from the center, closer to the ultimate border of the Pit; the 'inner' radius, rim, circumference, etc., refers to the direction closer to Lucifer and the geographical center of Hell. This first book of the Gazetteer is subtitled, Fire and Ice, because it encompasses the Seventh Circle, the Desert of Fire, and the Ninth Circle, the frozen swamp Cocytus.

Inferno is generally based on the description of Hell in the Divine Comedy by Dante Alighieri, and the 1980 Judges Guild module, *Inferno*. The entire Gazetteer maps the entire one-hundred-eighty mile radius of Lucifer's Pit using hexes, at scales of one to three miles. The Hell (also called either Malebolge, or Inferno) described in this Gazetteer is identical to the descriptions in Spellbook Games' *Gehenna Primer* and *Inferno: Journey through Malebolge*, with additional details and encounter areas. Each area of interest on each map is briefly described, providing the Games Master with many adventure and encounter ideas to develop or explore. There are over two thousand individual areas of interest in the complete Gazetteer. Some map locations are more fully described in *Inferno: Journey through Malebolge*; these are indicated in the text.

This Gazetteer is a stand-alone product in the sense it contains all the information necessary to navigate the three Circles it describes, and move from one map location to another. It is not a stand-alone product in that most sites and locations receive minimal description; they are not at the level of detail needed to run 'out of the box' encounters. If Adventurers in a specific campaign travel to any location listed in this product, the Games Master will have to do sufficient preparatory work to give them the details necessary to run the anticipated encounter.

Where references are made to Devils, monsters, spells, prayers, or enchanted objects, the intention is to use the appropriate description or information from one or more of Spellbook Game's *Portal to Adventure RPG* rules, *Codicil of Maladies*, *Inferno: Bestiary*, *Inferno: Journey through Malebolge*, *Gehenna Primer*, and/or *Inferno: Treasury*. It is assumed the Games Master has these resources available to them.

Gehenna Primer may be particularly useful to Games Masters as it contains generic information about how a mortal interacts with the Inferno setting, the changes and limitations of magic and divine prayer, changes to healing and time, and other information intended to apply to all regions of Hell, not only those described in this product. Gehenna Primer is available as a free download from the Spellbook Games' website, www.spellbookgames.com. The ninety unique Devils developed for the Inferno setting are described in Bestiary, along with other monsters that appear in the game module. The various diseases and conditions with which Adventurers may be afflicted while in Hell are described in the Codicil of Maladies. The Games Master is free to substitute other sources of information as it suits their campaign.

Gehenna and Inferno are intended as locations for higher-level game play. It is suggested that Adventurers be of at least L10 before attempting to visit any part of Hell. Games Masters should generally not allow for easy access into Gehenna, nor an easy retreat from it. Adventurers entering the Gates of Hell should not have a ready, simple, or reliable magical means of escape available to them. The suggested prayer and spell restrictions are intended, in part, to prevent an easy retreat and ensure that Adventurers are subjected to the dangerous physical environments within Hell. It should not be convenient to come and go from Hell. It is intended that any mortal inside Inferno be compelled to walk from the perimeter to Lucifer to make their escape, descending through ten Circles and a vertical mile. Each Circle presents a unique physical environment, one that is often deadly to mortal life.

COMMONLY-USED ABBREVIATIONS

Adventurer Class - L# (e.g. Warrior L3)

Armor Class - AC

Feet/Foot (measurement) - FT

Greater than or Equal to - GTET

Health Points - hp

Hit Die - HD

Less than or Equal to - LTET

SAVING ROLLS

A saving roll is successful when a 1d20 die roll is greater than or equal to a critical value, generally determined by (difficulty value) - (essential statistic). For a saving roll with a difficulty value of 32 that affects the Stamina statistic, this roll would usually be written as, (save 1d20 roll GTET [32-Stamina]). This product will use the abbreviation, S#(statistic), where the 1d20 roll greater than or equal is assumed, and statistics are Agility (Agil), Intelligence (Intl), Stamina (Stam), Strength (Strg), and Will, as appropriate to the threat. Using this notation, the same saving roll would be written, 'S32Stam'.

A location described more fully in another Spellbook Games product will be denoted as INF (Inferno: Journey to Malebolge), SAM (Inferno: Samael's Tower), OOK (Inferno: Oasis of Koessa), or DPL (Inferno: Diabolic Palace). In the case of the palaces of Diabolic Princes, Dukes, or Earls, Inferno: Diabolic Palace can be used to represent any palace location. The Oasis of Ezrabah, located in the Seventh Circle of Hell, is described in the text of Inferno: Journey to Malebolge; Inferno: Oasis of Koessa can be used to represent any of the remaining nine Oases of the Seventh Circle.

Circle Seven

Prince	Amayon (Yellow field, 3 red tongues of fire over tree)
Dukes	Barbatos, Merihen, Quandisa
Generals	Asaqq, Furfir, Guzalu, Osse
Devils	Common, Ordinary, Hulden, Oduru, Ladatajas, Zoybim, Types 7A through 7E
Sinners and Punishments	Sins Against Nature (running across hot sands in thin cotton tunics), Sins Against Nature and Art (stands naked on the sand with an iron collar around their necks and 3 heavy chains fastened to heavy wooden stakes), Sins Against God (or the Gods; stretched naked on their backs on the sand, constrained by thick metal wrist and ankle chains fastened to heavy wooden stakes)
Environment	Hot Desert
Physical Challenges	Extreme Heat, Rain of Fire, Eruptions of Fire, 1200 FT cliff down to Eighth Circle
Topography	Torus, Outer Circumference 200 miles, Inner Circumference 105 miles, Outer Radius 33 miles, Inner Radius 13 miles, Width 20 miles

Description

The outer border is formed by the trees and thorn vines of the Wood of Suicides on the Sixth Circle, which thins out becomes desert over a distance of a quarter mile. The inner border is a rocky area five hundred FT across, located on top of a 1200 FT cliff; the Eighth Circle lies at the bottom of this cliff; the cliff curves back under the lip so that climbing is almost impossible. The ground is covered in fine gritty brown-tan sand that blows about and gets into everything. The thick clouds along the borders quickly thin to a few widely scattered white puffs in a clear red-tinged sky and then are gone. There is no natural shade or any objects taller than a man anywhere on the Circle, and few structures. A steady rain of orange-red tongues of fire falls from the sky with each individual tongue twisting and moving about as it slowly falls; every square-foot of the Circle is hit by a tongue of fire every 1d10 minutes.

The temperature at the outer border is a sweltering 110 degrees, gradually increasing inward until reaching 125 degrees in the center of the Circle. The desert is well-lit with a strong, diffuse, slightly pink, light whose source is the clear red sky, so that faint shadows surround each object. There are slight sluggish breezes along the outer border but no air movement in much of the Circle; the air just hangs. Temperature increases with altitude by 1 degree/ 10 FT of altitude, to a maximum of 140 degrees.

There is no free-standing liquid in the three miles along the inner and outer borders. In the center is found small streams of blood, 3 FT across by 10 inches deep, 500 FT long. A few isolated pools of blood are 10 FT across. Adventurers who drink from these streams experience a bitter taste, suffer hp2 damage/drink, and experience anemia for 1d6 days (S28Stam; see Codicil of Maladies). Mortals who lightly wash in blood streams immediately experience skin numbing (S30Stam); those immersing in the stream for an extended period experience 1d8 skin damage and develop Leprosy

in 3+1d10 days (see Codicil of Maladies; S34Stam). The blood never boils.

Plumes of red-orange-blue fire periodically erupt from the sand like vertical jets, 25 FT cones burning intensely for one round then disappearing (up to 500 FT apart). Foul smelling sulphur dioxide gas accompanies each eruption. Mortals can be close enough to a flame jet to have consequences three times/hour (avoid S32Agil; if the flame is not avoided, determine the damage from 1d20: 1-9 3d8, 10-16 2d8, 17-20 1d8. Mortals are knocked to the ground by the force of exploding sand (S24Agil) and deafened 1d8*5 minutes (S22Stam).

There are ten Oases in the Desert of Fire; mortals may become aware of the oases from Erichtho's doom (City of Burning Tombs, Fifth Circle), from finding and translating the scroll found in a Sixth Circle Hell Hound den, or may have researched the Circle before entering Hell. Each Oasis is about three hundred yards by two hundred yards, containing two or more springs of water. The rain of fire does not fall on the Oases. Each Oasis is controlled by a Mummy King or Mummy Queen, responsible to Diabolic Prince Amayon. A spell found in the Oasis of Ezrabah allows Adventurers to control Geryon (passage to the floor of the Eighth Circle); a Rod found in the Oasis of Atalyk can be traded to Geryon in exchange for passage to the Eighth Circle. A secret tunnel found on the lowest dungeon level of the Koessa Sphinx leads directly to a Hidden Stair, allowing Adventurers to bypass Geryon in traveling to the Eighth Circle.

Four Hidden Stairs are located on the inner border of the Circle, at the North, East, South, and West compass points. Each stair is a circular metal stair, 30 FT in diameter, in a straight vertical shaft, with a horizontal shaft at the bottom leading to the cliff face. The stairs are found inside domed buildings buried in the sand, only the top 3 FT of each dome is showing. The door into each building is buried 12 FT under the sand. A secret door in the shaft of the West Stair leads to Geryon's treasure trove. The Games Master should make four encounter checks when Adventurers use the Stairs.

Weathered directional Obelisks are found one hundred yards into the desert, spaced at three mile intervals, each one is red sandstone 10 FT tall. The approximate directions to the Diabolic Palaces found on this Circle are indicated on each Obelisk.

Heat Effects

Mortals lacking innate or enchanted protection against heat may be affected by the extremely high temperatures. An Adventurer requires one-third gallon of water/ hour (one-half gallon for Stamina LTET 9); alcoholic drinks count as half their equivalent volume of water. Potions count as their equivalent volume of water. Sleepers require one-third the water of waking persons but must drink it all immediately before or after sleeping. Missed water rations can be made up with twenty-hour hours with an additional one-quarter volume penalty. Persons drinking GTET 1 gallon/hour become sick and vomit it all back (S34Stam); 1½ gallon limit for Dwarves.

Beginning in their third hour in the desert mortals can be affected by mirages (water, trees, persons, monsters, objects, roads, buildings, sandstorms, or of figures inappropriate to the environment; S30Will, checked half-hourly (hourly for Elves); apply a cumulative -1 roll modifier for every hour a mortal has not had their required water ration; apply a -3 modifier to persons suffering Heat Exhaustion and -8 if suffering Heat Stroke). A mirage appears 100+3d100 yards in a random direction and the affected person has an overpowering urge to run toward it (S37Will).

Beginning in their fifth hour in the desert, Dwarves in their ninth hour, each mortal can be affected by Heat Exhaustion (see Codicil of Maladies; S25Stam checked hourly; apply a cumulative -1 penalty to each successive check). Persons affected by Heat Exhaustion experience Heat Stroke (see Codicil of Maladies) five hours later, seven hours for Dwarves (S30Stam checked hourly; apply a cumulative -1 penalty to

each successive roll).

Mortals without sufficient physical, enchanted, or blessed protection against enchanted fire are vulnerable to damage from the Rain of Fire. Each person is 'attacked' by a tongue of fire every 1d12 minutes (for ten/hour; avoid S25Agil; affected persons suffer hp1d4 burns). Medium-sized shields lengthen the time between fire attacks to 1d20 minutes (six/hour) and large-sized shields lengthen the time to 2d20 minutes (three/hour). The fatigue associated with continually holding a shield directly overhead must be addressed; the benefit is not maintained if the shield is lowered for combat; while a mortal is in combat the roll to avoid tongues of fire is S30Agil. A complete suit of metal armor with helm provides fire protection but may cause the wearer to be overcome by Heat Exhaustion more quickly. A protective canopy may be carried on poles. Cloth canopies and ordinary tents are destroyed after two hours of flame damage, wood canopies after four hours.

Other Information





Sand shelters whose roof is GTET 8 inches thick provide complete protection against the falling tongues of fire, although not against the pervasive heat. The construction of adequate sand shelters requires digging tools, sturdy tents or tarps, and thick supporting poles. A sand shelter for four is constructed in 30 minutes (except for mattocks or picks, most weapons are not adequate digging tools).

Movement in the sand is at six-tenths mile/hour (thirty-four hours to walk across the Circle, assuming a straight-line march). The carrying of a canopy carried by several persons simultaneously reduces the overall speed to one-third mile/hour. Games Masters should check for Adventurers becoming lost every half-hour (S32Intl); each occasion of becoming lost adds 1d12*quarter hours to the time needed to traverse the Circle.

SEVENTH CIRCLE OF HELL

NORTHWEST

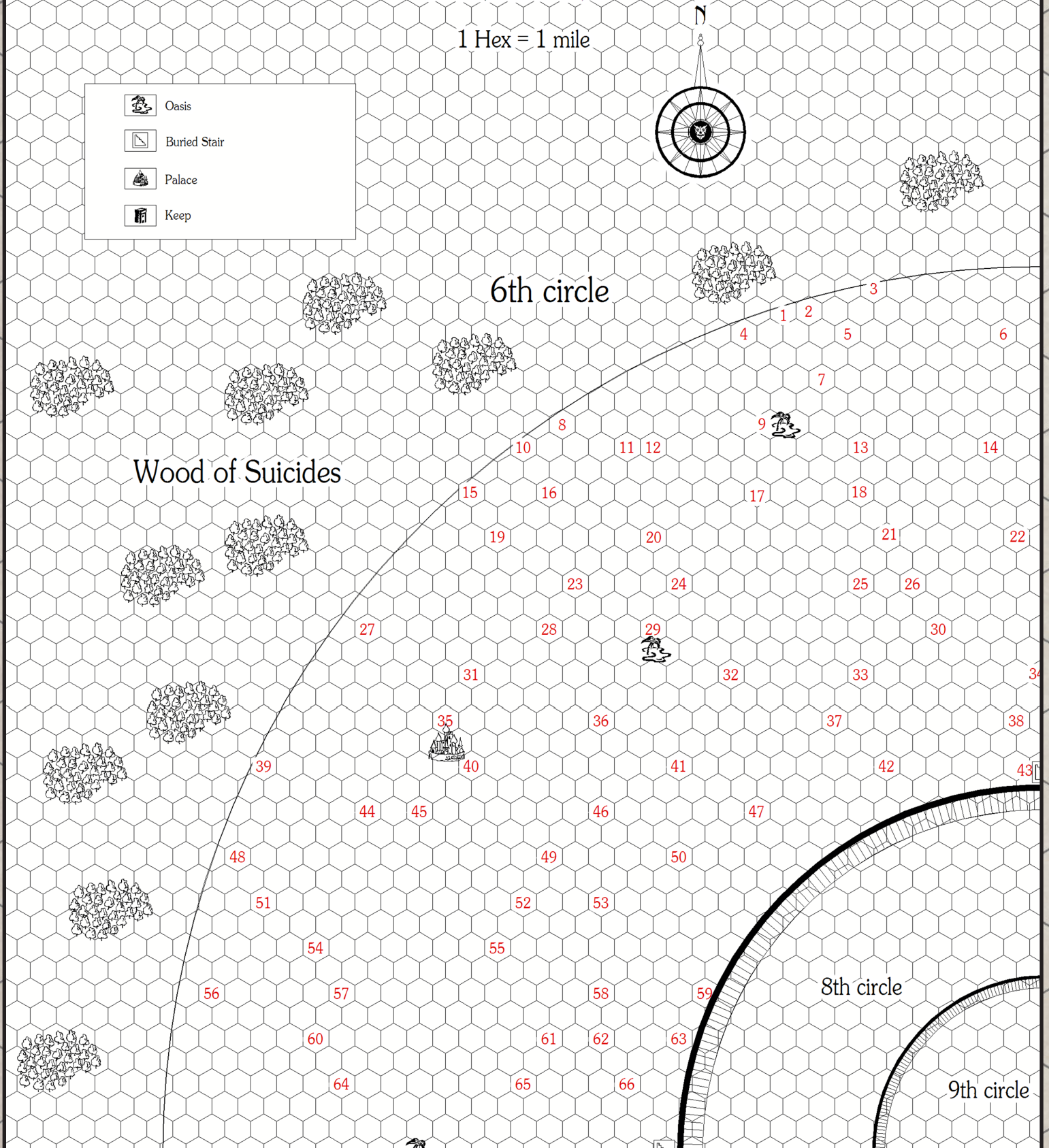
1 Hex = 1 mile

	Oasis
	Buried Stair
	Palace
	Keep



6th circle

Wood of Suicides



Circle Seven Locations

Northwest Map

1. An area one-third mile across cloaked in perpetual darkness. Torches and lanterns do not function. Infrared and Ultraviolet vision is limited to 6 FT.
2. A circular area one-half mile across, the perimeter is marked with a purple line. The area is filled with multi-colored vapors, reducing visibility to 20 FT. The vapors cause fits of coughing (S32Stam, checked every 3 minutes).
3. A stone plaza 420 FT by 160 FT, made up of alternating green and orange blocks. A 20 FT green stone is on each corner. An 18 FT green stone statue of a Type 8B Devil riding a Wyvern stands in the plaza. On 1d12 rolls GTET 9 the plaza is occupied by two Iblis and two squads of Romatyas.
4. A vertical shaft, 15 FT on each side by 350 FT deep. A metal hoist is erected over the shaft. There are three mine levels. The mine is worked by Tungonmog (neutral male Dwarf, Master Miner) and his brothers Hastus, Lunzo, and Syriak.
5. A blue metal Observation Tower, 55 FT high, with a 15 FT by 15 FT room at the top. The tower is occupied by three Common Devils and a Zoybim.

6. A rectangular area 2000 FT by 1250 FT, the perimeter marked by small black rocks. The area is filled with a pale blue gas. Mortals entering the area are affected by numbed skin (S30Stam, checked every five minutes, persists 2d100 minutes after leaving). Affected persons suffer hp1d6 damage, reduce their Agility 2 points, and reduce their Strength 1 point. A bronze sword sticks into a large rock at the center.

7. An oval area, two-thirds mile long by one-quarter mile, the perimeter marked by bronze tiles. After every tenth mile traveled in the area, one quarter of all gold carried by Adventurers is disintegrated.

8. Twenty-three pools of lava are found in a small area. Each pool is 30 FT to 50 FT across, bounded by broken black pumice. The pools bubble and roil. Mortals suffer hp2 heat damage/round within 250 FT. The gases cause 2d20 hours of unconsciousness (S32Stam, checked every three minutes). An encounter occurs here on 1d12 rolls GTET 7.

9. Oasis of Nanorave, ruled by Mummy King Nazopasha. The oasis has lower temperatures, bushes, and palms. It includes a Funerary Temple, a monumental Obelisk, two large pools of water, an underground Tomb in the sand, and a maze inside a multi-story Sphinx. INF/OOK

10. Lagodrone Arena. An open-air oval arena with twenty tiers of seating, with a surrounding porch supported by black columns. Two underground levels beneath the central area have training rooms, an armory, animal cages and other support equipment. A match is in progress between three Manticore (HD11, AC56) and two Type 8A Devils. The audience consists of 2d100 Ordinary Devils, 1d100 Common Devils, and 2d20 each of Type 8A, 8B, and 8C Devils.

11. A rectangular area one-half mile long by one-quarter mile across. There are numerous circular holes in the ground, from 2 FT to 4 FT in diameter, and 8 FT to 16 FT deep. The holes are 1d8+2 FT apart.

12. Two natural openings 5 FT by 4 FT lead to an underground tunnel. The tunnel is 680 FT long with tight twists and turns. Five areas in the tunnel grow molds: Rust, Purple, Poison, Poison, and Gold varieties.

13. A cruciform-shaped area each arm being 900 FT long by 500 FT across, the perimeter marked with a thin blue line. No person carrying GTET 10 pounds of iron or steel can enter the area (10 to 20 pounds if S34Stng, checked every three minutes). A wood chest of pearls is partially buried in the center of this area with 738 pearls at 1d12*1d6*1d100 GP each. An encounter occurs here on 1d12 rolls GTET 7.

14. Six animal pens are constructed from black stone walls, each wall is 4 FT high by 2 FT thick. Each pen is 200 FT by 160 FT. Three pens hold Hell Cattle, one pen holds Hell Mammoths, one pen holds Komodo Dragons, and one pen holds Dromedaries. The pens are tended by four Ogres, four Ordinary Devils, and two Ladatajas.

15. Graebellan Museum. A three-story building, the ground and middle floors constructed of white marble, the upper floor of ironwood, with a copper roof. The museum has a collection of rare wind instruments (whistles, clarinets, flutes, piccolos, etc.) and is named after Pers Graebellan, a well-known instrument maker who lived 620 years ago. The staff consists of five Zoybim, three Common Devils, and Yuallin (female Gnome, Music Historian).

16. Klorghene Tree Garden. An L-shaped area, the long section 725 FT by 200 FT across, the short section 250 FT by 125 FT. The garden is surrounded by a red stone wall 20 FT high, with three iron gates. The garden includes olives, avocados, figs, plums, pomegranates, walnuts, pecans, almonds, and other trees and bushes. An apple tree in the garden has 2d20 ripe apples that heal hp1d20 when eaten (rot 2d100 hours after picking). The garden is tended by the shade of Marialla (female Elf, Master Gardener) and five Ordinary Devils.

17. A one-story greenhouse made of tinted green glass panels, 430 FT long by 110 FT wide. Rare and valuable herbs are grown here, along with poisonous and hallucinogenic mushrooms. 1d20*one-tenth pound of any herb is found here on 1d20 rolls GTET 13. The greenhouse is tended by Ogracamus (male Dwarf), Tangria (female Dwarf), and four Common Devils. A locked chest (open lock -3) has two doses of Invulnerability Mushroom (10 minutes; no effect S36Stam).

18. A sand shelter is occupied by three Berg Trolls (HD9, AC40) and a Cave Troll (HD11, AC50). The trolls have mustered out of Legion XVII and are carrying their pay (8500 GP).

19. An oval area one-half mile long by one-third mile wide. Mortals within the area hear continuous wild laughter that reduces their effective Will statistic by 3 points (S33Will, checked 5 minutes). Priests must succeed S30Will to perform prayers, Mages must succeed S32Will to cast spells. An encounter occurs here on 1d12 rolls GTET 4.

20. The 40 FT diameter circular base of a ruined tower (10 FT to 15 FT high, 2 FT thick) is occupied by Vagacallae (female Human, Sage) and her bodyguards, the Crimson Rapiers (Bandaboran [male Human, Warrior L14], Kelna Usorion [female Human, Crusader L12], Essenager [male Dwarf, Warlock L13]). Vagacallae is copying graffiti and inscriptions from the inner wall, looking for information about the city of Xojan. Buried beneath the sand is a trap door leading to an underground level with ten rooms.

21. A rectangular area two-thirds mile long by one-third mile wide, the perimeter marked with grey stones. One meal and one-tenth gallon of wholesome water are putrefied every minute spent in this area.

22. Henge of Solisp. Two concentric rings of stone, the inner having a radius of 120 FT, the outer a radius of 200 FT. The inner ring consists of red stones 15 FT high with black lintels, the outer ring are black stones 10 FT high with black lintels. A second ring of 10 FT stones stands atop the inner ring. A 5 FT silver statue of a Type 7A Devil is levitating at the Henge center. Evil persons who touch the statue are protected against the heat for 1d100 minutes.

23. A 4 FT by 8 FT tunnel leads to three brick-lined underground rooms. Two rooms are filled with ordinary household goods (of good quality). One room is occupied by Horsalus (male Mummy, HD7, AC30), his wife Injamine (female Mummy, HD5, AC30), and their cat Obja (Mummy, HD3, AC20). They have 11,000 GP, 8300 SP, three vials Unholy Water, heavy Flails +1, a Ring of Seeing Invisible, and a Wand of Magic Arrows (105 charges).

24. A bloody sand shelter is occupied by three Tasman Devils (HD5, AC30). There are four male Human bodies, with three back packs, a tent, nineteen wholesome meals, and eight gallons of water.

25. Kalinaga Castle, headquarters of Infernal Legion XXII (General Furfir). The Castle consists of three one-story stone buildings inside a 20 FT brown stone wall, with three four-story tan stone towers. The entire castle floats 15 FT above the desert, with a wood ramp up to the gate. The castle is commanded by Uldysandu (Hulden). The garrison includes nine Hulden, seventeen Oduru, six squads of Ladatajas, eleven Zoybim, twenty Type 7A Devils, and four squads of Harpies of Hell. The castle is known for its ten jade statues of Lucifer, each 12 FT high. The castle can become invisible for up to ten hours.

26. A one-story black stone building housing the glass works of Domer Thayo (Zoybim). The works produces high quality mirrors, lenses, crystal balls, spectacles, and blocks of glass. The staff includes three Type 7D Devils, a Centaur of Hell, and two male Dwarf slaves (brothers Golmar and Solazar). One mirror allows scrying of any location on the Seventh Circle [too heavy/bulky to move].

27. An irregular tan-orange rock, 42 FT high, 32 FT by 20 FT at the base. Twelve Gargoyles (HD5, AC65) roost on the rock in shallow caves and ledges. One ledge has a backpack with two Healing Potions. A shallow (6 FT) cave has a locked chest with 900 GP, five pink pearls (each 1d20*1d8*760 GP), a poisoned silver Dirk +2, and a purple wool Cloak of Klendu.

28. A circular area one-half mile across, the perimeter marked with black stone pillars 5 FT high. Majesty-category prayers performed within the zone are ineffective, Mystery-category prayers succeed S38Will checked individually; Devotions succeed S35Will. An encounter occurs in this area on 1d12 rolls GTET 5.

29. Oasis of Atalyk, ruled by Mummy King Hakkerlane. The oasis has lower temperatures, bushes, and palms. It includes a Funerary Temple, a monumental Obelisk, two large pools of water, a Tomb buried in the sand, and a maze inside a multi-story Sphinx. INF/OOK.

30. A group of twenty graves arranged in a circular pattern around a 10 FT white stone statue of two Minotaur duelling with axes. Each grave is an earthen mound 12 FT long by 5 FT wide by 3 FT high, marked with wooden headstones. A gold-bladed Axe of Cleaving +3 is buried in the fifth grave. One of the Minotaur statues wears Capal-lel's Ring (12 spells, 7 Basic Magic, 4 Lesser Magic, 1 Greater Magic).

31. An S-shaped pool of mercury, 200 FT long by 40 FT wide by 3 FT deep. The pool is surrounded by a 25 FT-wide plaza of bronze bricks. An Ever-Burning Torch stands in a holder at each corner of the plaza. The area is guarded by five Type 7B Devils

32. A vertical shaft 12 FT across by 200 FT deep, the bottom 10 FT is filled with bubbling blood. Gold Mold grows on the walls. Two Koertsans (Outer Plane Creature, brown bear-like body stands 10 FT tall, white fur monkey-face with black crest, two prehensile tails, suction pads, Agility 18, Intelligence 20, Strength 16, Will 17, Shaman L10, paralyzing scream save 1d20 GTET [32-Will], nauseating musk S30Stam) are harvesting mold from the wall, while two stand guard (Spears +1, silver-bladed Cutlass, scroll - Lightning Bolt x3).

33. A rectangular area two-thirds miles long by one-half mile wide, the perimeter marked with a painted yellow line. The area is filled with putrid yellow-purple-orange gases that cause uncontrollable retching (S33Stam, checked every 5 minutes, affected persons reduce their effective Stamina 3 points, reduce their effective Agility 2 points, and apply a -3 TH modifier). An encounter occurs here on 1d12 rolls GTET 6.

34. A 5 FT by 9 FT wide natural tunnel leads underground to a 400 FT cave room with eight large pillars. The left one-third is flooded 5 FT deep in bubbling blood. The room is occupied by fifteen Giant Scorpions (HD4, AC42).

35. Palace of Merihien, Duke of Hell. The palace consists of a two-story cream-colored stone building, 1000 FT long, with three open courtyards. A 30 FT-wide porch runs along the south side supported by carved wooden posts. Six large second-story balconies are on the north side. An underground level of thirty-two rooms is under the west end. Merhihen's Seneschal is Bevanjim (Type 7E Devil). The staff includes fourteen Common Devils, nine Ordinary Devils, nineteen Type 7A Devils, seven Type 7B Devils, four Harpies of Hell, a Medusa, and three Common Trolls. Merihien is known for the Black Orchids he grows, and he experiments extensively with poisons. DPL.

36. A circular domed building of tan stone with a copper roof, partially buried in the sand. Two sets of stairs lead to bronze doors. Calamantos (male Human, Historian) is found inside interviewing Trewmollor (Hulden) about his part in the Battle of Burigh River, fought 538 years ago. Calamantos is guarded by Vonnannun (male Dwarf, Warrior L15), Sargot (male Human, Rascal L11), and Ubroffia (female Gnome, Shaman L14).

37. Yomeniath Mine. An iron ore mine with five underground levels, reached by three vertical shafts. Each shaft has a metal hoist. On the surface are a two-story red stone building, four one-story red stone buildings, a red metal cistern, and four large slag piles. The mine is managed by Welfried (Oduru). The miners include fifty-two Ordinary Devils, ten Common Devils, twelve Type 7A Devils, six Minotaurs, an Ogre, and twenty-six Bugbear slaves. A trap door in the office hides eight ingots of gold, three ingots of silver, an ingot of adamantium, and eleven ingots of bronze. A chest in Welfried's office holds 1835 GP and 778 SP.

38. A circular area one-third mile across, the perimeter compared with a solid white line. The area has no oxygen, mortals entering the area become unconscious after a number of rounds equal to their Stamina statistic (S32Stam, checked every subsequent two rounds). An unconscious person dies after an addition number of rounds equal to their Stamina statistic. A 50 FT gold spire is in the center of the area. An encounter occurs on 1d20 rolls GTET 5.

39. The ruined walls of three one-story stone cottages, arranged facing each other in a triangle. The cottages are occupied by five Spirits (HD5, AC35, panic gaze, touch reduces Will). A chest buried in the sand holds 183 GP, 227 SP, a Perassus Salve, Dwarven Death Powder, a pair of adamantium Hero's Bracers (AC+12, +2 TH), a pair of Racing Sandals, and a Coel's Rod (38 charges).

40. Ruins of Reolff. The damaged ruin of a four-story green stone manor house. Most of the south exterior wall is gone, with two-thirds of the slate roof. The building interior has been seriously damaged by fire. A stair leading underground is partially blocked by sand (cleared after 30 minutes of digging) - leads to a brick room holding ninety-four casks of excellent ale. An encounter occurs on 1d12 rolls GTET 5. A patrol of Oduru and Ladatajas stops here every thirty hours.

41. A group of nineteen graves arranged in a rectangle; fourteen are filled and five are open (one partially filled with blood). Each grave is 9 FT by 4 FT with a grey headstone. A Long Sword +3 (Shield Splitter, aura of good, damage +3 versus Dwarfs) is buried in the third grave. On 1d20 rolls GTET 18 a Ghost (HD4) comes out of the ninth grave.

42. A group of thirty petrified trees, standing 40 FT high. The trees are occupied by ten Zithrebee's Spiders (HD4, steam breath).

43. A tunnel 3 FT by 7 FT leads to three underground cave rooms. The first room is filled with steam (hp1d6 to cross the room), the second room is filled three-FT deep with tar, and five male Naga (HD6, AC40) occupy the third room along with two Giant Snakes (HD3, AC20). The Naga have forty-one wholesome meals and twenty-two gallons wholesome water. They have tridents, scimitars, two smoke grenades, a weighted net, a divine scroll (5 prayers), and two scrolls of Water Magic (4 spells, 7 spells).

44. A rectangular area three-quarters mile long by one-third mile across. The sand in this area is continuing moving, both vertically and horizontally. Adventurers crossing the area are knocked to the ground, S33Agil, checked every three minutes. An encounter with flying opponents occurs on 1d12 rolls GTET 4.

45. A Y-shaped area, each arm being one-third mile long by one-eighth mile across. Two pounds of ferrous (iron/steel) material carried by each person in the area is destroyed after every minute of exposure.

46. A sand shelter is occupied by Maelodor (male Human, Rascal L8, Writer) with Muduk and Gwayag (male Bugbears). Maelodor is a well-known travelogue writier, and is found writing on a scroll.

47. Library of Conalai. A three-story tan/brown stone structure next to a one-story dark brown stone building, the two parts are connected by an underground storage area with eight rooms. The library has extensive collections about desert ecology, mining, metal-smithing, and military tactics. The library is managed by Britheva (evil female Gnome, Warlock L10), with a staff of nine Common Devils, twelve Zoybim, two Medusa, two Centaur of Hell, and a Mountain Giant. A hidden room in the underground section holds twenty enchanted books, ten scrolls of Fire Magic (each 1d12 spells), four scrolls of Earth Magic (each 1d12 spells), a scroll of Air Magic (1d12 spells), three Dictatum's Pencils, and a silver Glasses of Sight.

48. A burning Pyre, 20 FT by 9 FT, held off the ground by eight 7 FT blue stone columns. The pyre appears to burn three Centaurs of Hell. The pyre is tended by four Common Devils and two Ordinary Devils.

49. Spire of Zavulon. An eight-sided structure of dark smoky glass, each side 25 FT, the base 60 FT across. The spire is 210 FT high, topped by a gold statue of a Medusa holding a bright torch. A metal trapdoor covered in sand leads to an underground tunnel with a vertical shaft up into the spire, giving access to four 20 FT rooms stacked on each other. One room holds three Mold Golems (HD5) with scythes, one room has an altar to Samael, and one room with 40,000 copper pieces spelled to appear like gold (illusion, S32Will).

50. A rectangular area three-eighths mile by one-quarter mile. The area is filled with ore nodules, each 1d12*one quarter pound. Each nodule has one-half its weight in pure silver. On 1d12 rolls GTET 10 a group of 5 Dwarves are harvesting nodules. An encounter occurs here on 1d12 rolls GTET 7.

51. A circular area one-half mile across, the perimeter marked by a jagged dark yellow line. Meteors (3d6) fall in the area every 1d12 minutes (S33Agil).

52. Gormat's Henge. Two concentric circles, the inner of thirty white stones 14 FT high around a 70 FT diameter space, the outer of fifty dark blue stones 17 FT high. A ditch separates the two rings, 8 FT wide by 10 FT deep. Another ditch circles the outer ring, 14 FT wide by 15 FT deep. A 2 FT crystal ball is mounted in the center on the back of a bronze statue of a Hell Horse. An evil person who touches the ball gains the ability to gaze through stone (3 FT limit) for the next 1d100 hours (fails S32Will).

53. An area 400 FT across holds numerous petrified flowers, from 2 FT to 6 FT tall. One flower has a petrified bee. A mortal who touches or picks a flower is petrified on 1d20 rolls of 20 (S35Stam).

54. An H-shaped area, the two long segments one-quarter mile long by one-eighth mile across, the short segment one-tenth mile wide and long. Mortals in this area regenerate by hp1d3/minute (limit 25/day).

55. Plaza of Idols. An area paved in alternating rows of dark green and white stone, 660 FT on each side. A 3 FT black pedestal is located every 10 FT around the perimeter, each one topped by a 2 FT silver statue of a man-headed bear.

56. A six-story circular red stone tower, 20 FT across with an interior circular stair. The single room at the top is occupied by two Oduru and four Type 7B Devils. The tower has a ballista (2d10 damage), two crossbows, six long bows, eight explosive grenades, and ten oil flasks.

57. A group of nine male Humans, Monks of Lucifer, walk single file across the Circle, the rain of fire deflected above them. The leader is Morangollis (Priest L10). Two others are also Priests (L5, L8). Each monk holds a long-handled heavy mace.

58. A Djinn (HD10, AC50) floats on a circular cylinder of fire, 40 FT across by 4 FT thick.

59. A circular area two-thirds miles across, the perimeter marked with small yellow stones. Mortals crossing the area are bombarded by the continuous sounds of snarling, hissing, and growling animals. These sounds reduce their concentra-

tion (decrease Will statistic two points, S32Will], checked every five minutes). Affected Priests cannot perform Prayers, Mages cannot cast spells.

60. A 60 FT wide by 25 FT pit with black brick-lined walls, and a stair to the bottom. A 30 FT cave room is in the north wall. The cave is filled with Explosive Fungus (HD2, 1d12 damage), Shelf Fungus (HD5, disease spores), Tropical Green Fungus (HD4, acid), and Walking Fungus (Hd3, tentacles). There are two rotting Giant cadavers in the cave.

61. A W-shaped ditch, each segment is one-eighth miles long by 100 FT wide, by 40 FT deep. The bottom is filled to 2 FT with blood. An encounter occurs here on 1d12 rolls GTET 5.

62. An enchanted area one-quarter mile on each side, the perimeter marked with a line of black pebbles. One pound of wholesome food per person and one-eighth gallon of liquid is putrefied after every two minutes spent in the area.

63. An oval area, one-third mile long by one eighth-mile wide filled with purple, orange-red, and vermillion Toadstools. The stools are poisonous unless boiled. A haze of toadstool spores hangs over the region (range 200 FT around); mortals breathing the spores suffer lung damage (hp1d4 plus reduce Stamina two points for 2d100 hours, S32Stam, checked every 3 minutes).

64. A sand shelter is occupied by Morbolver Haekes (evil male Half-Elf, Hermit, Rascal L10). He is running from Olkuhn Sans (neutral male Dwarf, Bounty Hunter, Warrior L13) who is trying to return him to the dungeons of King Olav Thankery, to serve his sentence for blaspheming the Old Gods.

65. A square three-story white stone tower with copper roof, each floor 25 FT on a side with a single door on the ground floor. Almorkaz (evil male Human, Musician) is found sitting on wood crates, strumming on a guitar, and making notes on a scroll. He has been the guest of Quandisa and is writing down a song he composed in Quandisa's palace. He has a Ring of Invisibility, two smoke grenades, and a potion that allows him to move through the ground for 20 minutes.

SEVENTH CIRCLE OF HELL

NORTHEAST

1 Hex = 1 mile



Buried Stair



Palace

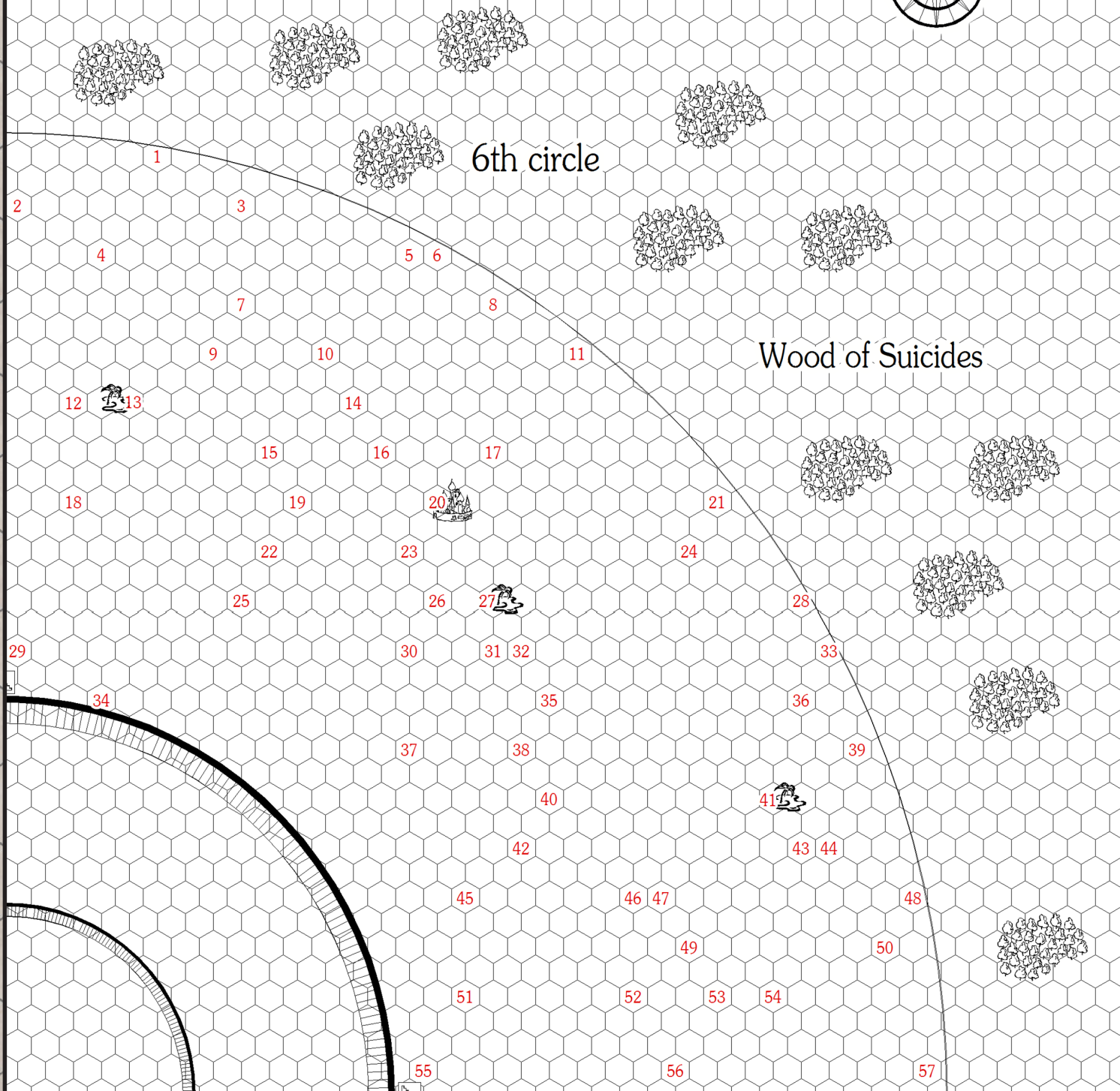


Keep



6th circle

Wood of Suicides



Northeast Map

1. A blue stone altar dedicated to Amayon. The altar is 14 FT by 5 FT, on three circular posts 6 FT high, with silver pitchforks inlaid around the edge. A circular tier of seating (black stone benches) surround the altar at a radius of 40 FT. Good persons touching the altar apply a -3 saving roll modifier for 1d100 hours (S32Will).
2. A rectangular area one-half mile long by one-third mile wide. The surface is extraordinarily slippery. Mortals in the area reduce their effect Agility by four points.
3. A wood (fireproof) platform, 28 FT by 15 FT, supported on ten wood posts, sitting 8 FT off the ground. A wood stair gives access from the ground. A mixed group of bleached animal bones are on the platform. An encounter occurs here on 1d12 rolls GTET 5.
4. A rough tunnel, 4 FT by 6 FT leads underground to an arched brick vault. Four coffins are on marble stands (the lids open on 1d12 rolls GTET 5). The vault is occupied by Hurmuh, Telsisin, Forcannin, and Ertham (male Vampires, HD9, AC50). They have 4210 GP, 16 rubies (each 1d12*1d8*1000 GP), three vial Unholy Water, a Butcher's Cleaver +2, a Surrender Rod, and a Ring of Fiery Breath.
5. Two concentric rings of green flags, each 9 FT long and mounted on a 15 F metal pole.
6. A rectangular brown structure, 67 FT by 33 FT, with the stone-and-wood roof supported by forty 15 FT columns (no exterior walls). Inside is a brightly painted sarcophagus, 16 FT by 5 FT, on the back of a 5 FT red stone statue of a bird with stretched wings. The sarcophagus is occupied by Farzahor (male Mummy Lord, HD8, AC36). He has a Ring of Summoning (1d10 Hell Hounds, 48 charges), a Greater Healing Potion, and an evil Rapier +3 (Mage Bane).
7. A circular mound, 50 FT diameter by 15 FT high, topped by an altar to Lucifer. The altar is red stone, 12 FT by 5 FT, on a single red stone block, warm to the touch. Three ever-lit silver candlesticks are on the altar, and a silver knife

is embedded in the top. Evil persons touching the altar are healed hp1d6 (once/day).

8. A pit in the sand, 60 FT across by 20 FT deep. A Chimera (HD8, AC35) is at the bottom, digging up two Dwarf's bodies that were buried there.

9. A one-story blue stone building with a slate roof. The building is a hostel with ten rooms, available to mortals carrying the proper authorization pass. The hostel is kept up by Irganon (Zoybim) and Azasax (Type 7A Devil). A patrol of an Oduru and squad of Ladatajas stop by every 2d20 hours.

10. Adventurers find Nuthasaw (Hulden) sitting next to campfire, roasting pieces of cacti on a short spear. He has two Infernal Hounds with him.

11. The Shrine of Virojollan, dedicated to Samael. A six-sided block building, of alternating rows of black and tan stone, and a copper roof. The interior has three rooms, one large room with two 20 FT statues of Samael and two copper braziers, with two smaller rooms to the side; one room has (evil) clergy robes, the other has six barrels of unholy Wine. The Shrine is tended by Bazirellus (evil female Gnome, Priest L9).

12. A circular green stone Cistern, 18 FT in diameter by 20 FT high, with a slate room, sitting on four black stone columns each 8 FT high by 5 FT thick. A copper pipe comes out of the bottom with an adamantite valve. An encounter occurs here on 1d12 rolls GTET 7.

13. Oasis of Emmera, ruled by Mummy Queen Irrena. The oasis has lower temperatures, bushes, and palms. It includes a Funerary Temple, a monumental Obelisk, two large pools of water, a Tomb in the sand, and a maze is hidden into the multi-story Sphinx. INF/OOK.

14. A sinkhole in the sand, 120 FT across by 32 FT deep. A cracked mirror (7 FT long) sticks out of the sand (aura of enchantment).

15. Loddassim Castle. The castle consists of two six-story amber-colored stone towers, connected at the fourth floor. The central Keep is surrounded by an earthwork, surrounded

by a black stone wall 24 FT high. Between the wall and dike are five one-story wood buildings with tin roofs. A moat of oil surrounds the outer wall. The castle is commanded by Yushoriun (Type 7E Devil). The garrison includes six Oduru, two squads Ladatajas, twenty Common Devils, twenty-three Centaur lancers, eight Harpies of Hell, two Nightmares, and sixteen Bugbear archers.

16. An oval area one-third mile long by one-quarter miles across. The area is filled with crimson-yellow Cacti that stand 10 FT to 16 FT high. Every 3 minutes Adventurers are in the area they each are attacked by 1d20 flying needles (S33Agil avoids 3d6 needles; each needle does hp1d3 damage). The cacti do not burn or disintegrate.

17. A blue metal tower on six legs, the top reached by four flights of metal stairs. The observation room at the top is 20 FT by 14 FT, occupied by eight Type 7C Devils. They have five smoke grenades, eleven explosive grenades, nine oil flasks, five long bows with two hundred arrows, twenty throwing knives (poisoned, sleep, S32Stam), and evil Scimitars +1.

18. A sand shelter is occupied by Oly Oxenford (neutral male Dwarf, Warlock L12). Oly has no armor or weapons, and wears only a light tunic and sandals. He was being transported from Kalinaga Castle (Northwest Map, #25) to the Palace of Barbatos (Southeast Map, #20), when his escort was called away.

19. A rectangular area three-eighths miles long by one-quarter mile long. The area is filled with sulphur vents, slits in the ground from 2 FT to 4 FT wide, 6 FT to 10 FT long. Each vent is surrounded by thick yellow powders, and yellow-green vapour flows upward. Mortals in the area suffer hp1 damage every 2 minutes (range 200 FT around, S32Stam; affected persons reduce their Stamina by three points for 1d100 hours and Strength one point.

20. The Palace of Quandisa, Duke of Hell. The Palace is a one-story pale yellow building, circular, over four underground levels. The palace is surrounded by a 30 FT wide moat with four bridges, outside the moat are petrified trees. Quandisa's Seneschal is Helcanosko (Type 7E Devil). The staff consists of ten Common Devils, five Ordinary Devils,

two Hulden, six Oduru, fourteen Zoybim, nine Type 7A Devils, three Type 7D Devils, a Vampire, two Skeletons, and Mummy. DPL.

21. A metal gallows platform, 20 FT by 25 FT, on eight metal legs, standing 12 FT off the ground. Four nooses hang from a yardarm, 18 FT high. A hanging is in progress on 1d12 rolls GTET 8 (Elarcott, male Human, good Priest L11; Swadax, Type 7A Devil); if the hanging is not in progress the bodies are found swinging. The hanging party is four Hulden, three Oduru, twelve Ladatajas, and three Zoybimn.

22. A 5 FT by 3 FT natural tunnel leads underground to a six-room cave, occupied by six Zithrebee's Spiders (HD4, steam breath). One room has blood dripping from the ceiling, one room has crystals embedded in the wall that blind mortals 2d100 minutes (save 1d20 GTET [30-Stamina]), one room has a steam geyser that is active for ten minutes every 1d100+10 minutes, and one room has a rotating horizontal blade (22 FT diameter).

23. Dasgorn's Mausoleum. A one-story black stone building with locked iron grille gates at either end. Inside is a red statue of a sword-wielding skeleton; a door leads to a room holding the sarcophagus of Dasgorn (Lich, Fire-Water Mage, L19, AC55). Eight Rock Scorpions (HD4, AC36) come to the surface when Adventurers turn their back to investigate the Mausoleum.

24. A circular area three-eighths miles across, the perimeter marked by a thick black painted line. There is no oxygen inside the area. Mortals who enter become unconscious after a number of rounds equal to their Stamina statistic (S34Stam, checked every round). Affected persons die after an additional number of rounds equal to their Stamina statistic. An encounter occurs here on 1d12 rolls GTET 7.

25. A rectangular area one-half mile long by one-quarter mile, the perimeter marked by a hazy insubstantial curtain floating in air. Mortals in the area are paralyzed (S30Stam, checked every three minutes). A 50 FT glass spire can be seen inside the area (solid, no special properties or rooms).

26. The Mausoleum of Xolacava. A one-story red metal build-

ing with a solid bronze door closed with a adamantite padlock (-4 open lock). The outside is painted in scenes of Orcs and Goblins digging in caves under the guard of female Gnome warriors. Inside is the marble sarcophagus of Xolacava (evil female Gnome, Shaman L14). A secret door in the wall (-3 to find) holds four vials Unholy Water, two Greater Healing Potions, a Potion of Invisibility, and two Arrows of Slaying (Devil to 8HD {S17}, Dwarf {S33Will}).

27. Oasis of Elillen, ruled by Mummy King Larthaneem. The oasis has lower temperatures, bushes, and palms. It includes a Funerary Temple, a monumental Obelisk, two large pools of water, a Tomb in the sand, and a maze inside a multi-story Sphinx. INF/OOK.

28. A group of nine stoned Ogres standing in a line facing inward.

29. Six parallel thorn hedges, each hedge one-tenth mile long by 15 FT thick by 12 FT tall, with 25 FT between them. The second, third, and fifth hedges have dark purple berries (poisonous to Elves, fatal in 1d12 minutes, S36Stam, checked every mouthful berries). An encounter occurs here on 1d12 rolls GTET 8.

30. A rectangular area, two-third miles long by one-third mile wide. The winds throughout the area are very strong blowing out from the center, Adventurers are blown to the ground (S33Strg, checked ever three minutes).

31. An X-shaped region of black ice, each arm one-eighth mile long by one-sixteenth mile across. Mortals crossing the area reduce their effective Agility statistic by 4 (apply a -4 TH modifier). The ice cannot be melted. An encounter with flying opponents occurs here on 1d12 rolls GTET 5.

32. A square area, one-tenth mile on a side. Mortals in this area regain hp1 per round (limit 30/day).

33. Camp Elliz. The camp consists of five one-story black stone buildings with copper roofs, a two-story green stone Shrine to Lucifer, two red wood barns with slate roofs, and a metal water tower. The camp is surrounded by a 20 FT log palisade. The camp is commanded by Jonadoen (Type 7D Devil). The garrison consists of forty-six Ordinary Devils, eight

Hulden, fourteen Oduru, three squads of Ladatajas, twelve Zoybim, twenty-two Type7B Devils, and eleven Harpies of Hell. An underground kennel holds sixteen Infernal Hounds.

34. A square area three-eighths miles on each side, the perimeter marked by a dark green line. Each mortal within the area is attacked by 1d10 Entangling Vines every three minutes (avoid 2 vines on S30Agil).

35. An oval area two-thirds miles long by one-quarter mile across. The area experiences strong earthquakes every 2d100 rounds, knocking all persons to their feet for 1d6 rounds (S30Agil). An encounter with flying opponents occurs here on 1d12 rolls GTET 7.

36. A rectangular area one-half mile long by one-third miles across. The area is permeated with hundreds of holes in fused sand. Each hole is 3 FT to 5 FT wide, by 6 FT to 15 FT deep. There are 1d8+5 FT between holes.

37. Berganzo's Wall. An S-shaped stone wall made up of alternating courses of black, green, and white stone. The wall is three-eighths mile long by 20 FT tall by 6 FT thick. Two arches at one-eighth mile and one-quarter mile allow passage through the wall. Numerous adamantine plaques are fastened to the wall, each one commemorating a Hulden who has died in combat. An Oduru and six Ladatajas appear 1d12 rounds after a mortal touches any wall plaque.

38. Arena of Throws. A one-story brown stone building with an open center and covered seating. The arena consists of six 50-FT wrestling rings on a sand floor, with twelve tiers of seating. An underground level has training areas, practice facilities, and a medical area. Wrestling matches are going on 1d20 rolls GTET 17 (audience of 1d100 Common Devils, 1d100 Ordinary Devils, 1d20 Hulden, 2d20 Oduru, 3d20 Ladatajas, and 4d20 Zoybmim).

39. Five parallel Thorn Hedges each formed in the shape of a W. Each segment is 500 FT long by 14 FT high by 15 FT thick. A 25 FT space is between each successive hedge. The middle hedge has a dark brown nut growing from vines interwoven with the thorns; persons eating the nuts are poisoned (confused, S23Stam, checked every handful consumed; does not affect Dwarves).

40. A circular area a half-mile across, filled with many pools of thick bubbling oil. Each pool is 20 FT to 40 FT across and up to 12 FT deep, the oil warm (some boiling). The air has a cloying and sweet aroma that is highly repulsive to Gnomes and Dwarves (S30Will to enter, checked every five minutes). The oil is highly flammable

41. Oasis of Aginamath, ruled by Mummy King Kammenlukor. The oasis has lower temperatures, bushes, and palms. It includes a Funerary Temple, a monumental Obelisk, two large pools of water, a Tomb in the sand, and a maze hidden in a multi-story Sphinx. INF/OOK.

42. Hennighon House. A two-story brown-and-tan stone house with a copper roof, with an underground food storage room, and a hidden treasury beneath. The house is occupied by Hennighon Bovacarris (Hulden, Over-Officer), with a staff of three Zoybim, a Common Devil, a Type 7A Devil, and three Ghouls. An enchanted musical instrument is found in the house.

43. A rectangular area one-half mile long by one-third mile across, the perimeter marked with a white chalk line. Mortals in the area experience overwhelming urges to itch and scratch (S34Will, checked every three minutes, persists 1d20*[ten minutes]; affected persons have their effective Agility reduced by four points and their effective Will reduced two points). An encounter occurs here on 1d12 rolls GTET 8.

44. A circular area one-half mile across, the area is covered with numerous nuggets of silver ore. Each nugget weighs 1d12*one-third pound and is 50% pure silver by weight.

45. Camp of Lances, headquarters of Infernal Legion XXV (General Guzalu). The camp consists of four barn-like wood buildings with copper roofs, two one-story black stone buildings, and two two-story dark green stone buildings. The camp commander is Corydoshes (Huldden). The garrison consists of ten Common Devils, eight Ordinary Devils, nine Hulden, thirteen Oduru, a squad of Ladatajas, fifteen Zoybim, thirty Centaur of Hell Lancers, and thirty Ogres riding Nightmares (Lancers).

46. The Gamish Library. An H-shaped three-story building of light blue stone with a slate roof, with four underground levels. The Library contains about thirty-thousand books about religion, legends, myth, philosophy, and law. The Library is managed by Lisska Van (female Fire Giant) with a staff of twenty Zoybim, two Harpies of Hell, nine Zombies, and four Minotaurs. Three dens of Giant Scorpions (HD 3, AC40, ten/den) are located within one-tenth mile of the Library.

47. Manor of Zaquosh. An L-shaped two-story black building with a four-story red stone tower, all surrounded by a 5 FT red stone wall. The manor is occupied by Zaquosh (Hulden, Company Commander, Legion XXV), with a staff of two Oduru, five Ladatajas, two Zoybim, a Wight, and three Human slaves. The manor has three enchanted pieces of clothing.

48. A sand shelter holds Tolla (evil female Human), Elesora (evil female Ghome, Crusader L8), Neumask (evil male Human, Warrior L10), and Follethere (evil male Human); all are worshipers of Lucifer on a pilgrimage. They have forty-seven wholesome meals and nineteen gallons of wholesome water.

49. A metal platform, 40 FT by 15 FT, supported 10 FT off the ground by ten metal poles. Two stairs allow access from the ground. Nobru and Klirku (evil male Dwarves, brothers, Warriors L11) are engaged in contest reading the poetry of Haemmorfassim. The judge is Volyaeg (Zoybim).

50. A 4 FT by 5 FT natural tunnel leads to two underground cave rooms. The front room holds the broken remains of a large brew tank (with bottling). The back room is occupied by Thedegret (evil female Human, Air-Earth-Shaman L14) and her son Janjunn (neutral, age 11). Thedegret has a Rapier +2, a Ring of Magic Arrows, and a Wand of Webbing.

51. Ruin of Absoel Gaol. The partially-covered ruins of a one-story yellow stone building, the remaining roof is slate; the ruin once contained forty cells, of which eighteen remain. Corgain Elen (neutral male Human) is founding the ruin, foraging for useful souvenirs (a Collector).

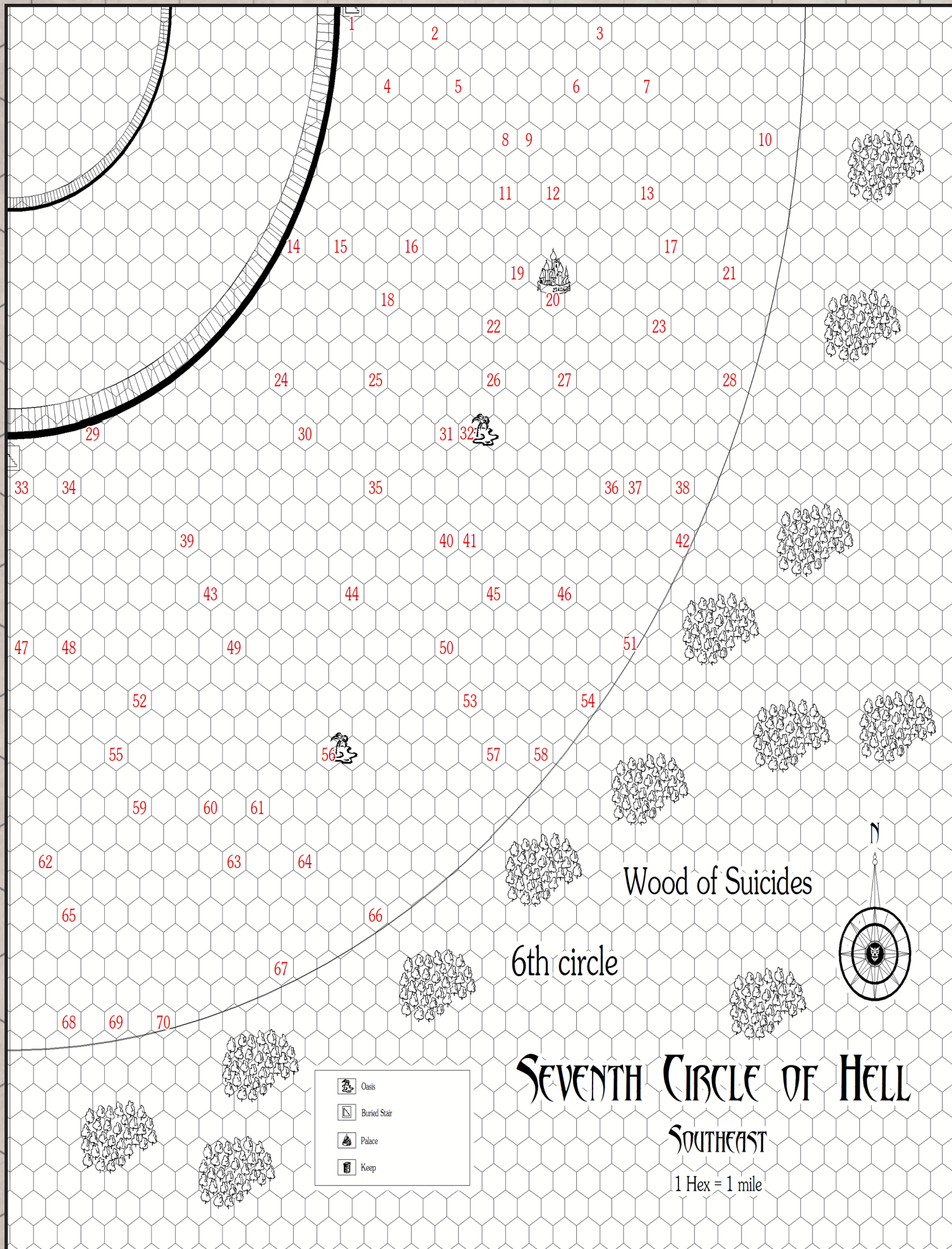
52. A 90 FT by 55 FT sand pit, 42 FT deep. Two Rotting Dragons (HD6, AC32) are digging in the sand at the bottom.

53. Thuedsax Prison. A two-story yellow stone building with bronze roof, and two four-story yellow towers, built around an open courtyard. A twelve-room underground level is under the east tower. The prison has two hundred ten cells, and currently holds ninety-one prisoners. The prison is commanded by Arckou (Hulden), with a staff of twenty-four Common Devils, ten Type 7A Devils, four Type 7B Devils, six Centaurs of Hell, a Medusa, a Vampire, and two Minotaur.

54. Zoiphet's Mausoleum. A one-story black stone structure with red stone roof, A solid silver door is found locked with adamantine padlock (-4 open lock). Inside, a marble plate in the floor covers the grave of Zoiphet (evil male Dwarf, Shaman L17). If the grave is disturbed, four Specters (HD6, AC50) appear in 1d10 rounds. Hidden beneath a secret panel (grave underside) is 5520 GP, four rubies (8375 GP, 14,583 GP, 19,500 GP, 22,004 GP), a diamond (13,683 GP), a silver Axe +2, Chain Mail AC+20, a Babel Helm (AC-10), and a cursed Spear -2.

55. A rectangular structure consisting of a flat cooper roof supported by twenty violet stone columns. Eighteen monks (evil male Humans, Samael worshippers) are under the roof, doing a meditation exercise. One monk is a Priest L13, one monk is a Priest L5, and one monk is a Crusader L6. They can summon 1d6 Oduru.

56. A natural tunnel 6 FT by 7 FT leads to a bricked vault, filled with salt water to a depth of 4 FT. Five Undines (HD8, AC60) are in the water. Scattered around under the water are 2d100 gold coins.



Southeast Map

1. A circular area one-eighth mile across, a thick black cloud hangs above the area generating a continuous downpour of rain. The tongues of fire are not affected by the rain, and the water hitting the hot ground creates fog and mist (visibility 15 FT).
2. A one-story black stone house with slate roof, the interior has five rooms. The house is occupied by Gwenisteera (evil female Half-Elf, Shaman L6). She awaits the return of her husband, Brobazon (evil male Elf, Fire Wizard L14).
3. A rectangular area, three-eighths miles long by one-eighth mile across, the perimeter marked with a thick white line. The temperature within the zone is permanently at -20 degrees. The cold does not affect the rain of fire. An encounter occurs here on 1d12 rolls GTET 7.
4. Protrawl's Library. A six-story yellow-brown stone building with two ground-floor entrances. The library contains forty-thousand volumes about astronomy, astrology, glass and telescope making, and mathematics. The Library is managed by Sawelltroop (Type 7C Devil), with a staff of fifteen Zoybim, three Giants, seven Zombies, two Centaurs, and nine Type 7C Devils. A patrol of an Oduru and a squad of Ladatajas stops here every 1d12+1d20 hours.
5. A Y-shaped area, each segment a quarter-mile long by one-eighth mile across. The area experiences attacks of giant insect swarms: (1) Sand Wasp (HD4), (2) Greater Wasp (HD2), (3) Blue Winged Spiders (HD4), (4) Winged Snake (HD4), (5) Flesh Fly (HD2), (6) Scorpion Fly (HD3), (7) Giant Horse Fly (HD2), (8) Carnivorous Flea (HD1), (9) Giant Dragonfly (HD3), (10) Lightning Bug (HD2).
6. The stone walls of an abandoned cottage with a partial roof. Two Stympthalian Birds (HD4, AC24, quill missiles) nest in the ruin. Buried under the nest is a chest holding 3285 GP, 1004 SP, an Arrow of Slaying (Wolves, S18), Gauntlets AC+12, a folding bow, a quiver with 20 arrows, and Missile

Targeting Gloves +1.

7. A black stone plaza, 75 FT on each side. A 50 FT diameter Magic Circle is inscribed on the plaza in silver. The effectiveness of any ritual performed by an evil Mage or Priest is increased by 15%. The effectiveness of any ritual performed by a Fire Mage is increased by 5%. Any evil Mage inside the circle is protected against ordinary missile weapons.

8. A 150 FT stone tower, 20 FT by 20 FT, topped by a 25 FT metal structure holding a large copper Bell. The ringer is Montavoadá (Type 7B Devil). An encounter occurs here on 1d20 rolls GTET 8.

9. Garden of Frogs. A rectangular area, one-third mile long by one-quarter mile across, surrounded by a green stone wall 20 FT high. There are six gates into the garden. The garden consists of many kinds of rare flowering bushes and individual flowers; any kind of rare leaf or petal is found on 1d20 rolls GTET 17. The garden has many circular and oval pools of water filled with Poison Frogs (HD1, lethal poison, S37S-tam), and green stone frog statues. The rain of fire does not fall in the garden. The Gardener is Odotton (Oduru), with a staff of five Common Devils.

10. A circular pool of water, 180 FT across and 16 FT deep in the middle, confined inside a 3 FT black stone wall. The water has a green tint. Two green Octopus statues mounted on the wall spray water through their tentacles. When a good person drinks the water, they are protected from Basic spells cast by evil creatures, gain a +6 bonus to saving rolls for Lesser Magic, and a +3 saving bonus for Greater Magic. The bonus effect lasts 2d20 hours.

11. A 5 FT by 4 FT natural tunnel leads underground to a six-room cave. One room has glowing shelf fungus, one room grows thick woody vines with a minty leaf, one room is filled 3 FT high in bat guano, and one room is occupied by four Putrid Wolves (HD5, AC26).

12. An area 800 FT long by 500 FT across, with several huge rocks, 30 FT to 50 FT wide by 80 FT to 120 FT tall. The

rocks are in shades of blues, tans, and purples, with jagged tops. A colony of forty-six Gargoyles (HD6, AC56) live among the rocks. A small cave near the top of one rock holds a metal chest with 850 GP, 111 SP, two Healing Potions, a Greater Healing Potion, a Salve against Stoning, a silver-bladed dirk (poisoned, S30Stam), and 150 FT of good rope.

13. Fabearenga Dueling Arena. A U-shaped seating area with eight stone tiers beneath a bronze roof. In the center are four dueling rings, each 85 FT diameter. An underground level has nine rooms, including preparation areas for each side, an armory, a medical area, a small shrine to Lucifer, and practice rooms. A sword match is underway between two Type 7C Devils on 1d12 rolls GTET 9 (audience of 1d100 Common Devils, 1d100 Ordinary Devils, 1d12 Hulden, 1d20 each Oduru, Ladatajas, and Zoybim, 1d12 each Type 7A, 7B, and 7C Devils).

14. A circular region, three-eighths miles in diameter, densely covered in black-and-orange Toadstools. The fungi are 4 FT to 7 FT tall, the caps 5 FT to 10 FT across. The fungi spores cause hallucinations (persist 1d100 hours, S32Will). The meat is edible after being boiled (remains poisonous to Elves, fatal, S28Stam). The Toadstools burn readily but regrow in 1d6 days.

15. A single-story, one-room stone building, containing a torture chamber. The chamber holds an iron maiden, a rack, two whipping posts, two brazier of coals with branding irons, a selection of whips and bludgeons, a pit of ice-cold water, manacles on the wall, and nooses attached to the ceiling. Two Common Devils are fastened into the whipping posts on 1d12 rolls GTET 7; the room is occupied by three Oduru, an Ordinary Devil, and two Zoybim.

16. A 6 FT by 4 FT tunnel leads to a 200 FT underground room. The room has four pools of bubbling lava, and is occupied by five Hell Salamanders (reptiles, HD5, AC20).

17. Ten concentric Thorn Hedges. The innermost hedge surrounds a rectangular area 50 FT by 80 FT, centered on the mounted skeleton of a Roc. Each hedge is 14 FT high by 12 FT thick; a single arch is found in each hedge (different side

each hedge). One 5 FT gold idol of Samael is mounted in each hedge (value 27,583 GP). An encounter occurs here on 1d20 rolls GTET 14.

18. A two-story black stone building with copper roof, the building is an administration office for the Circle. The building is occupied by eighteen Zoybim, three Oduru, five Ordinary Devils, and two slave Dwarves. A patrol of an Oduru and a squad of Ladatajas stops by every 1d20+1d12 hours.

19. The walls of a one-story, one-room cottage, with pieces of copper laid over roof beams. The cottage is occupied by Herios Spralfog (evil male Half-Elf, Shaman L12), a suppliant traveling to see Barbatos. He has a trained War Dog (HD2, AC15).

20. The Palace of Barbatos, Duke of Hell. The palace consists of an H-shaped two-story white stone building, surrounded by a thorn hedge, with an outer flower garden, the whole enclosed by a 35 FT wide moat, 20 FT deep. Barbatos' Seneschal is Elamich (Type 7C Devil). The staff consists of twenty Common Devils, nine Ordinary Devils, four Type 7A Devils, twenty-four Zoybim, four Oduru, seven Ladatajas, five Zombies, a Centaur of Hell, and three Minotaur. Barbatos is known to collect antique woodcut stamps. DPL.

21. A natural tunnel, 8 FT by 9 FT, leading to a brick-lined underground chamber. The area is occupied by Naborganin (Zombie Master, HD5, AC45) and seventeen Zombies (HD2, AC12). The room holds forty-six wholesome meals, twenty-eight gallons of wholesome water, six barrels of charcoal, three barrels of salt, and four barrels of naptha. Underneath one barrel is a hole holding 347 GP, 102 SP, eight vials of Unholy Water, a Mace +2 (unholy, Priest slaying, S32Will), and studded leather Gauntlets (AC+8, Web Casting).

22. An oval area two-thirds miles long by one-third miles wide, the perimeter marked with crushed limestone. Mortals inside the area experience audible illusions as determined by 1d6: (1) 2d8 Lightning Bolt, (2) Siren singing, (3) Minotaur with axe charging, (4) challenge by a Type 7D Devil, (5) Human Shaman casting 'dominate person' spell, (6) two Manticores. Mortals disbelieve, S31Will, checked every three

minutes.

23. A rectangular area a half-mile long by one-third miles wide, the border marked with a grey line. The surface is tacky, requiring Strength GTET 14 to move, slowing movement to one-quarter normal speed. An airborne encounter occur on 1d12 rolls GTET 5 (when an encounter occurs, a mortal is unable to move, S30Strg).

24. Yuquaysus Pool. An oval pool of water, 150 FT long by 60 FT wide, surrounded by a red stone border. The pool is 6 FT deep along the edge by 15 FT in the center. Blue and green flames dance on the water. 1d10 Gargoyles (HD5, AC36) visit this pool ever 1d20+1d12 hours.

25. A large sand-colored rock, 42 FT by 55 FT by 55 FT high. A shallow cave, 12 FT deep, is occupied by two Lamia (HD4, AC63, carries disease vampiricism). A backpack (50 pound capacity) is found there with 50 FT good rope, 12 steel spikes, a 10 power magnifying class, a mallet, three vials Holy Water, nine wholesome meals, a silver Dirk +1, four flasks oil, and a metal Lantern.

26. A stone plaza, 120 FT by 80 FT, surrounded by 4 FT stone walls with six arched openings. Two Common Trolls (HD6, AC40) are playing a hockey-like game with sticks and a ball. A patrol of an Oduru and a squad of Ladatajas stop here every 1d20+1d12 hours.

27. A cruciform-shaped area whose perimeter is marked with a 3 FT red stone wall. Each arm is three-eighths miles long by one-quarter mile long. The area is filled by Sleep Poppies (range 250 FT, S30Stam, checked every 3 minutes).

28. Feranmury Monument. An 18 FT statue of a Type 7C Devil riding a Hell Mammoth, carrying two triangular pendants. The statue is on a rectangular red stone pedestal with ever-lit torches on each corner. A plaque on the pedestal identifies the statue as a monument to the Battle of Feranmury Castle, fought by Infernal Legion XX 6903 years ago.

29. Fourteen earthen graves, each one 12 FT long by 5 FT wide, heaped 2 FT high. A red stone headstone is at the top

of each grave. Buried in the fourth grave are 882 GP, 216 SP, a 2 FT ivory carving (4853 GP), chainmail AC+14, helm AC+8, and a Scimitar +2 (leather armor ripping). On 1d12 rolls GTET 7 four Spirits (HD5, AC35, Will reducing) appear.

30. A natural tunnel 5 FT by 8 FT leads to an eleven-room cave. The caves are occupied by Clolbran (neutral male Human, Prospector), with his burro Alsy, and his cat, Fooline. One room has high-quality silver ore.

31. Spire of Jakomair. A circular brick structure 210 FT high, 62 FT diameter at the base, 15 FT across at the top. A silver disk at the top supports a 16 FT copper statue of a Monitor Lizard. A copper door in the base leads to two brick rooms; one room has four rotary pumps running among a thicket of black pipes, the other room has seven stone vats with bubbling liquids. A secret underground room reached through a secret door has the desiccated (dried) bodies of four male Dwarves.

32. Oasis of Koessa, ruled by Mummy King Maraniarak. The oasis has lower temperatures, bushes, and palms. It includes a Funerary Temple, a monumental Obelisk, two large pools of water, a Tomb in the sand, and a maze concealed inside a multi-story Sphinx. INF/OOK.

33. A circular area three-eighths mile in diameter. The area has a hundred pools of yellow acid, each pool 60 FT across by 5 FT deep, separated by 50 FT. The acid does hp2/round to unprotected skin. An encounter occurs here on 1d12 rolls GTET 6.

34. Opholayya's Garden. A rectangular area a half-mile long by three-eighths mile across, the whole surrounded by a 20 FT black stone wall, and a 25 FT-wide ditch. The garden consists of ferns and small palms, with several larger Palm trees. The rain of fire does not land on the garden. The gardeners are Opholayya (neutral female Half-Elf, Master Gardener) and Manughor (evil male Gnome), assisted by three Common Devils, and a Centaur of Hell.

35. A 20 FT diameter cylindrical stone cistern, 15 FT high, with a copper roof. The cistern sits on ten stone columns,

each 6 FT high. Bronze pipes and valves protrude from the cistern underside. An encounter occurs here on 1d12 rolls GTET 8.

36. Shrine of Crows, dedicated to Amayon. A circular building, 180 FT in diameter, set on top of nine black steps, the exterior surrounded by 50 black stone columns each topped by a silver Crow. The interior altar is black. Ten interior columns are topped by silver Crows. The shrine contains two black statues of Amayon and five tapestries. The shrine is tended by Binturow (Type 7D Devil), Zorgrast (Type 7B Devil), and two Zoybim. An evil person who touches any six Crows (limit 10 minutes) gains the ability to transform into a Crow (5 minutes, must be used within two hours, S36Will).

37. An S-shaped stream of warm bubbling Oil, the stream is 1200 FT long by 25 FT wide by 3 FT deep at the center.

38. The ruins of a four-story black stone tower, 45 FT across at the base. The upper two floors are largely destroyed, the lower two floors are largely intact. The second floor is reached by a metal ladder, and is found occupied by Halmaosh Buyurcka (neutral male Human, Warrior L14). Malmaosh is the deposed Prince of Nolconidac, pushed through an evil mirror eleven months ago (local time, almost ten years ago in Nolconidac) by his cousin and Seneschal, Jourvaine. Halmaosh has three weeks of wholesome food and water.

39. A semi-circular area of thick white fog, one-half mile across by one-eighth mile thick by 50 FT high. Visibility is limited to 15 FT. All attacks are made at -3 TH. An encounter occurs in the fog on 1d12 rolls GTET 7, checked every five minutes.

40. An upright stone lintel and door, 18 FT high by 10 FT across. One side of the door is painted with images of Amayon, the other side is painted with desert scenes. The door has a keyhole and is found locked (-6 open lock). Walking through the door from the Amayon side transports the individual directly to the Palace of Amayon.

41. A stone plaza, 150 FT by 125 FT, made with blue and tan paving stones. Five sets of dark wood stocks stand in the

plaza. Three stocks are occupied by Hortanyon (evil male Dwarf, Master Miner, Warrior L8), Pertatas (Type 7C Devil), and Weruty (Minotaur), guarded by three Oduru, a squad of Ladatajas, and two Common Devils.

42. A red stone altar dedicated to Samael. The altar is 16 FT long by 7 FT across, supported by three 7 FT black stone columns. Silver axes are inlaid around the altar. Gold crowns are inlaid in the top surface. Evil persons touching the altar are healed $hp1d6$ (limit $hp10/day$), good persons touching the altar contract leprosy (S32Stam). On 1d20 rolls GTET 16 Jurngish (male Minotaur, Priest L14) and Elgons (male Centaur, Crusader L8) are found sacrificing a three-horned goat to Samael.

43. An oval area one-third mile long by one-quarter mile across. Strong storms continually pelt the area with a rain of hot water. Adventurers in the area are hit by 2d8 lightning bolts every three minutes (avoid S30Agil). The storms do not affect the rain of fire across this area.

44. A rectangular area three-eighths miles long by one-quarter mile across, the perimeter marked with a grey line. Ferrous (iron/steel) material carried into the area are strongly pulled to the ground (for each point of Strength a mortal possesses they can successfully carry 5 pounds of metal). Reduce a person's effective Agility by one point for every 25 pounds metal carried. A three-story stone structure is at the area's center. An encounter occurs here on 1d12 rolls GTET 10, checked every 5 minutes.

45. A large stone, 130 FT high, 60 FT across at the base. The rock is riddled with 4 FT passages, home to fourteen Giant Pythons (HD6, AC16).

46. The ruin of a three-story tower is at the bottom of a sand pit. The pit is 120 FT across by 40 FT deep. The ruin is occupied by seven Putrid Wolves (HD5, AC22, rotting bite).

47. A circular pedestal of iron, 15 FT across by 4 FT high. A Diamond Golem (HD10, AC80) stands on the pedestal. The golem attacks the Adventurers on 1d12 rolls GTET 4 after the

pedestal is touched by a good person (limit 50 rounds).

48. A V-shaped ditch, each segment one-quarter mile long by 40 FT across and 35 FT deep. Two wooden bridges span each segment. An encounter occurs here on 1d20 rolls GTET 14.

49. Dufforain's Tunnels. The tunnels consist of four underground levels, the first and second levels lie in parallel (not beneath each other). The first level has twenty-one rooms, the second level has sixteen rooms, the third level has twelve rooms, and the bottommost level has twenty rooms. The tunnels includes a room of flying arrows, a room with an enchanted organ, a room of Anger Poppies, and a room of sarcophagi. Monsters in the dungeon include Griffons, Humbata, Lycanthropes (Rats), Nightmares, and Ogres.

50. Dungeon of Blades. The dungeon consists of a five-story red stone tower and two underground levels. The tower exterior is studded with sword blades, many passages in the underground have lines of exposed blades (cuts cause tetanus, S32Stam). The upper level has seventeen rooms, the lower level has fourteen rooms. A river of blood cuts through the lower level. The dungeon includes a room of enchanted mirrors, a room with a circular decapitating blade, a room with a man being boiled alive, and a room with poisoned chests. Monsters in the dungeon include Basilisk Lizards, Caleygreyhounds, Trolls, Type 7A Devils, Infernal Hounds, Hippogriff, and Giant Snakes.

51. Hraebrae's Monument. The monument consists of eight pairs of 20 FT yellow stone columns, each pair spanned by a yellow metal arch. In the center is a sarcophagus-shaped red stone, 15 FT by 5 FT by 4 FT tall. A plaque on the red stone identifies the monument as commemorating the Siege of Ansondhing, conducted by Legion XXII, 1083 years ago. A neutral person touching the stone gains AC+1d12 for 1d100 hours.

52. Camp Barriono, headquarters of Infernal Legion XX (General Asaqq). The camp consists of five one-story wood buildings with copper roofs, a two-story stone building with copper roof, and a rectangular shrine to Amayon. The camp

commander is Gusswaht (Type 7D Devil). The garrison consists of twelve Hulden, eighteen Oduru, four squads of Ladatajas, sixteen Zoybim, ten Common Devils, five Ordinary Devils, and six Centaurs of Hell. An underground kennel holds twenty-six Infernal Hounds (HD7, AC30).

53. A ruined two-story stone building with an underground level of six rooms. The roof is missing and the upper floor has jagged walls. The building was formerly a brewery and is filled with metal vats and tanks, lines, valves, and machinery. Fifty barrels of dark ale are found in the basement. An encounter occurs here on 1d12 rolls GTET 7.

54. A sand shelter is occupied by Avrivellia (neutral female Human, Fire Wizard L10, Traveller). Avrivellia is on a tourist jaunt across several of the Celestial Spheres.

55. An area 250 FT across contains many boulders up to 25 FT across. The boulders are tan, brown, dark brown, and mottled, each one engraved with primitive petroglyphs and stick figures. The figures are of (1d10): (1) bear, (2) bird, (3) devil, (4) dragon, (5) frog, (6) snake, (7) hell hound, (8) minotaur, (9) harpy, (10) lizard. A good person touching a dragon figure gains immunity from fire breath weapons for 1d100 hours; an evil person touching a snake figure gains immunity to poisons for 1d100 hours.

56. Oasis of Simoon, ruled by Mummy King Zaemor. The oasis has lower temperatures, bushes, and palms. It includes a Funerary Temple, a monumental Obelisk, two large pools of water, a Tomb in the sand, and a maze concealed in a multi-story Sphinx. INF/OOK.

57. A circular area three-eighths mile across, the perimeter marked with a thin red line. There is no oxygen inside the area. A mortal entering the area becomes unconscious after a number of rounds equal to their Stamina statistic (S34Stam, checked every round). An unconscious person dies after another number of rounds equal to their Stamina.

58. Kurkenstone Quarry. The quarry consists of an open pit, 420 FT long by 300 FT wide by 100 FT deep. Around the top

are four one-story wood buildings with copper roofs, two circular stone cisterns, and four hoists. A forge takes up two underground rooms. The quarry manager is Dusguan Salwsool (evil male Dwarf, Master Miner, Warrior L7). The staff consists of twenty-two Ordinary Devils, nine Common Devils, six Type 7A Devils, two Oduru, eighteen Bugbears, and a Troll. Hidden under the quarry office are ten ingots of gold, eight ingots of silver, fourteen ingots of steel, and an ingot of platinum.

59. Monument of Chelpeen. The monument consists of an eight-sided green stone pedestal, 22 FT across by 5 FT high, with a 15 FT silver statue of a Type 7C Devil holding a spear and a lantern. A bronze plaque on the pedestal indicates the statue commemorates the elevation of Chelpeen to an Oduru, 2853 years ago (currently a Hulden).

60. A sand pit 50 FT across by 15 FT deep. The pit is kept filled with wood, with a lit bonfire. The smoke rises 200 FT and can be seen three miles. An encounter occurs here on 1d12 rolls GTET 5.

61. A cruciform-shaped area, each arm three-eighths mile long by one-quarter mile across. Mortals entering the area are paralyzed (S30Stam, checked every three minutes). A one-story domed shrine to Lucifer is at the center of the cruciform.

62. A circular area three-eighths miles across. Two hundred pools of bubbling lava are found in the area, between 15 FT and 30 FT across. A haze of smoke and noxious gases hang over the area, causing hp1 damage to lungs every round (S32Stam), reducing visibility to 40 FT, and causing unconsciousness after a number of minutes equal to a person's Stamina statistic (S30Stam).

63. Three concentric circles of Flags and Banners from the Infernal Legions stationed on the Seventh Circle. Each flag is 9 FT long, mounted on a 20 FT pole, set into a hundred-pound red stone holder. An Oduru and squad of Ladatajas are always found here.

64. An S-shaped pool of water, 220 FT long by 80 FT across,

5 FT deep at the edge by 20 FT deep at the center. Four blue stone statues of Mermaids are mounted in the pool with urns that splash out water. A vial of this water destroys a diabolic creature of LTET HD6.

65. A sand mound shaped like a horned owl. The mound is 99 FT long by 45 FT wide, 15 FT high. The eyes are amber boulders, 8 FT across. The beak is orange soapstone. Under the left eye is buried a copper chest containing 90 gold necklaces (each 1d100*1d12 GP), 173 gold rings (each 1d100*1d6 GP), and 52 silver armbands (each 2d20*1d6 GP).

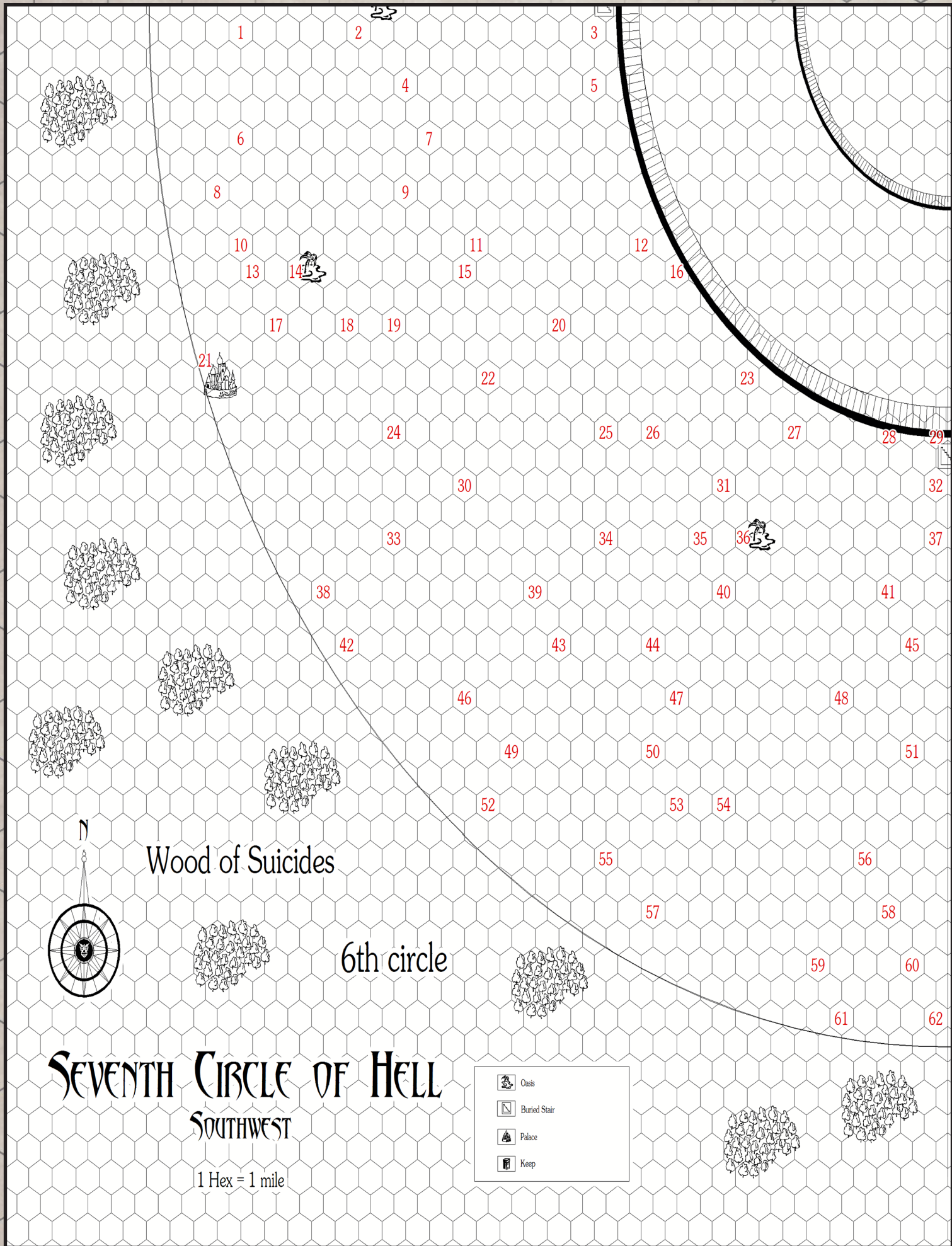
66. A Hulden (Comdon, Diabolic Officer) is digging in the sand outside the ruined shell of a one-story stone cottage. He is looking for a lost silver-bladed Dirk +2 (unholy) lost in skirmish a few days ago.

67. An O-shaped ditch, 35 FT across by 20 FT deep, the interior is 280 FT in diameter. A one-story black stone cottage stands on the 'island.' Inside is 4 FT gold idol of a scorpion. Evil persons who touch the idol's tail gain the ability to summon 1d6 Giant Scorpions (HD3, AC25) one time (must be used within 1d100 hours).

68. A sand shelter is occupied by Dabord (evil male Human, Warrior L8), Halysus (evil male Elf, Warlock L5), and Extose (evil male Gnome, Shaman L7); these three are criminals who stole from peasants in Eurothian and burned their farms, they were captured and escaped from the dungeon through a forgotten one-way door to Hell.

69. A circular area one-half mile in diameter, the perimeter marked with a dark green line. Swarms of stinging insects are found inside the area. Mortals suffer hp2 every minute they in the area. Visibility is limited to 40 FT.

70. Rheustaus (male Djinn, HD7) is found resting in a sand shelter. He is tracking Al'Preserb, an Ifreet who has kidnapped Rheustaus' daughter, Coradellina.



Southwest Map

1. A stone patio, 20 FT by 20 FT has the stub of a black stone obelisk, shattered 5 FT off the ground. Pieces from the upper 20 FT of the obelisk lay on the ground. When mortals approach within 100 FT, a Poltergeist (HD4, AC16) picks up stone pieces and whirls then about like a whirlwind, persons impacted suffer 1d10 damage (avoid S32Agil). Two persons can be attacked/round.
2. Oasis of Ezrabah, Mummy King Kemelnesses. The oasis has lower temperatures, bushes, and palms. It includes a Funerary Temple, a monumental Obelisk, two large pools of water, a Tomb in the sand, and a maze hidden inside a multi-story Sphinx. INF.
3. Prince's Gaol. A four-story brown stone building constructed around an open courtyard, with two portcullis entrances. The top floor has 60 cells, the next floor has 80 cells, the second floor has 50 cells, and the ground floor has 40 cells. The Gaol warden is Reversiam (Type 7D Devil). The jailers include two Hulden, nine Oduru, fourteen Ladatajas, five Type 7B Devils, three Type 7C Devils, and six Zoybim. There are currently one-hundred forty-four prisoners.
4. A square cistern, 19 FT on a side by 26 FT high, sitting on eight black stone columns 7 FT high. Pipes and valves extend out from the underside. Encounters occur here on 1d12 rolls GTET 6.
5. A 60 FT metal tower with a 20 FT by 20 FT room at the top. Stairs wind from the ground to the observation deck. The tower is guarded by an Oduru, three Ladatajas, two Type 7B Devils, and four Harpies of Hell.
6. A sand shelter is occupied by nine Harpies of Hell (HD6, AC22), led by Accudori. The harpies are travelling to the Eighth Circle for a job interview.
7. Julkian Pool. A pool of light-brown hot bubbling oil, oval shaped, 90 FT long by 35 FT high, surrounded by a brown stone rim. A geyser of hot oil erupts every 1d20+1d12 minutes; avoid S29Agil, affected persons suffer hp1d6 burns. A

flask of oil poured on the sand solidifies it for 30 minutes (6 FT by 6 FT section).

8. Gramsmith's Mausoleum. A two-story blue stone building, 50 FT by 30 FT, with a copper roof. The grillwork door is made of copper with a keyhole lock (-4 open lock). The ground floor has murals of the life of Gramsmith Leshnight (neutral male Human, Warlock L4, Artist). The upper floor holds a green stone sarcophagus with Gramsmith's decayed bones; the lid requires Strength GTET 32 to lift. Inside the tomb is found a silver-bladed spear +3 (good, Holy, Bane of Evil Priests, fatal on to hit rolls GTET 18, S32Stam). A secret door in the upper room leads to a hidden ladder down to an underground room holding five chests of gold (4500 GP each), one chest has a Ring of True Seeing.

9. Corcarthien Armory. A one-story brown stone building built around a central courtyard, with two underground levels; the upper level has nine rooms and the lower level has fourteen rooms. Nesbeeth's (evil male Dwarf, Warrior L4, Master Weapon Smith) forge is on the first underground level. The commander is Jumphenjon (Type 7C Devil). The garrison includes four Hulden, six Oduru, two squads of Ladatajas, five Minotaur, two Type 7A Devils, and three Zoybim.

10. Meldicin Museum. An H-shaped two-story red brick building with slate roof. The museum exhibits the crowns and royal jewellery from across the Celestial Spheres. The curator is Waltrim (neutral male Gnome, Warlock L8, Master Librarian). The staff consists of nine Common Devils, four Ordinary Devils, six Medusa, four Centaurs of Hell, and two Naga.

11. Castle of Flames. The castle consists of ten circular six-story towers surrounding an eight-story black stone Keep, the whole surrounded by a ditch (40 FT wide by 28 FT deep, quicksand at the bottom). Two drawbridges cross the ditch. A 20 Ft tall flame burns from huge copper braziers on top of each tower. The castle is commanded by Ruyalmad (Type 7D Devil). The garrison consists of six Hulden, nine Oduru, three squads of Ladatajas, seven Zoybim, and two squads of Centaur Lancers.

12. A rough natural passage 5 FT by 7 FT leads to three underground rooms, occupied by twenty-six Spitting Cobras

(HD3, AC18, fatal venom). The rooms are strewn with many unidentifiable bone pieces, mixed with shed snake skins. Among the litter are 42 GP, 11 SP, a diamond (3864 GP), a moonstone (9892 GP), and a Potion of Invisibility (fails on 1d20 rolls GTET 16).

13. A circular area one-quarter mile across, the area is in complete darkness to a height of 50 FT. The darkness does not protect against the rain of fire. An encounter occurs here on 1d12 rolls GTET 6, checked every ten minutes.

14. Oasis of Har'Behop, ruled by Mummy Queen Eliora. The oasis has lower temperatures, bushes, and palms. It includes a Funerary Temple, a monumental Obelisk, two large pools of water, a Tomb in the sand, and a maze hidden inside a multi-story Sphinx. INF/OOK.

15. A circular white building with a dome, held up by forty black stone columns. An altar inside is broken in four pieces and blast marks are on the floor. The area is occupied by three male Cyclops (HD9, AC30) with spiked clubs, shields, helms, and spears. One Cyclop has a Staff of Fireballs (47 charges). Evil persons touching any piece of the altar are healed hp1 (per piece).

16. Fralhowl Dungeon. The dungeon consists of a three-story H-shaped red stone building and five underground levels. The topmost level has twelve rooms, the second level has sixteen rooms, the third level has a huge natural cavern plus five rooms, the fourth level has an underground river, three flooded rooms, and seven dry rooms, and the bottommost level has sixteen rooms (including one with five gold jackal-headed statues with the aura of evil). The above-ground building is occupied by a Hulden, three Oduru, and ten Ladatajas. The second level has a magic circle.

17. An oval area three-eighths miles long by one quarter miles across, the perimeter marked by a thin red line. Adventurers inside the area are bombarded by 3d6 Fireballs every five minutes (avoid S30Agil).

18. A natural tunnel has five entrances, each 5 FT by 6 FT, leading to three intersecting tunnels. The tunnels are 680 FT to 1100 FT long. The tunnels are filled with fungi, one

every 1d100 FT: (1) Cloud, (2) Gold, (3) Psychic, (4) Poison. A warrior's body is found in the tunnels with Helm AC+10, Chain Mail AC+14, Steel Gauntlets AC+8, steel leg protectors AC+8, and a Long Sword +1 (light producing, Flier Bane)

19. Brogan's Arch. A black stone arch, 26 FT high at the center, 38 FT across at the base, 12 FT thick. The arch extends 15 FT on either side, made of grey stone. Twenty gargoyle's heads are mounted on the walls. A 10 FT silver statue of a woman in a toga holding two books is mounted on top. A secret door in the wall (-3 to find) leads to a ladder with a trapdoor onto the top. A neutral person touching the statue is protected from magic arrows (including the spell) for 1d100 hours.

20. A natural tunnel 8 FT by 4 FT leads underground to a brick-lined chamber occupied by ten Dragon Lizards (HD5, AC45). One section of brick can be broken through to a smaller bricked room holding 60 ingots of gold, 10 ingots of silver, twenty barrels of gold ore (one-third gold), and twelve barrels of salt.

21. The Palace of Amayon, Prince of Hell. The palace consists of a four-story L-shaped blue stone building with slate roof, a six-story octagonal tower is at the end of the short segment. The palace is surrounded by orchards, the whole enclosed by a black stone wall 20 FT high. Amayon's Seneschal is Iagondodoo (Type 7D Devil). The staff includes nine Hulden, thirteen Oduru, twenty Ladatajas, fourteen Common Devils, ten Ordinary Devils, and eighteen Zoybim. Amayon has a collection of rare coaches in a large barn behind the palace. DPL.

22. An S-shaped pool of mercury, 150 FT long by 42 FT wide, bordered by a bronze rim. The pool is 2 FT deep at the sides, 18 FT deep in the center. Bronze 14 Ft statues of seahorses stand at each end of the pool.

23. A rectangular area, three-eighths miles long by a quarter mile wide. Earthquakes occur in the area every 1d8+1d6 minutes, knocking all Adventurers to their feet (hp2 damage, avoid S31Agil). An encounter occurs here on 1d12 rolls GTET 7.

24. Camp Oreditton, headquarters of Infernal Legion XXIII (General Osse). The camp consists of five two-story wood buildings with copper roofs, three one-story stone buildings, two stone cisterns, and a red stone altar to Amayon. The camp is surrounded by a 20 FT wide ditch, the bottom filled with quicksand, three drawbridges allow access to the camp. The commander is Sunquichy (Type 7D Devil). The garrison consists of six Hulden, ten Oduru, three squads of Ladatajas, ten Zoybim, four Medusa, and three Lycanthropes (Bear). The camp has a 30 FT bronze statue of Amayon on the parade ground.

25. A rough tunnel 6 FT by 4 FT leading underground to a five room cave complex. Three rooms have phosphorescent mushrooms, and one is occupied by four Leucrotta (HD3, AC22).

26. A stone plaza, 200 FT by 160 FT, in alternating green and black paving stones. A low green stone wall is along the west and north sides. A 6 FT silver star is embedded in the plaza center. A stone water fountain is broken. A patrol of a Hulden, Oduru, and squad of Ladatajas stops here every 1d12+1d8 hours.

27. A 92 FT metal tower, 20 FT on each side, with a metal door (found locked, -1 to open). A 16 FT clock face is on each side, 75 FT from the ground. A complicated clock mechanism is inside the tower between 50 and 80 FT up.

28. An earthen mound shaped like a snake swallowing a rat. The mound is 500 yards long by 40 yards across, 40 FT high. Groups of 5 FT white stone boulders mark the eyes and fangs, and groups of purple rocks form a rattle on the tail. Buried somewhere on top of the mound is a chest holding a 68,482 GP tiara and a pair of diamond earrings (43,603 GP).

29. A brown stone pyramid, 240 FT high at the center, 200 FT along each side, with two arched entrances. Inside the pyramid are more than a mile of tunnels (4 FT by 5 FT) and six rooms. Adventurers encounter fungus every 1d100 FT, as determined from 1d8, (1) Explosive Fungus, (2) Hanging Fungus, (3) Shelf Fungus, (4) Stool Fungus, (5) Tropical Green Fungus, (6) Cloud Mold, (7) Gold Mold, (8) Rust Mold.

30. A rough tunnel 5 FT by 9 FT leads to an underground cave occupied by twenty Wights (HD3, AC25). A circular well is 200 FT deep, the bottom 40 FT filled with water; a 5 FT high tunnel leads to the west (90 FT below the floor).

31. A six-legged metal tower, 110 FT high, a 25 FT by 25 FT room at the top. A large purple flag flies from the tower top. The garrison consists of three Oduru, three Type 7A Devils, and two Type 7C Devils. They have 20 javelins, six long bows, 600 arrows (2*Human Slaying and Dwarf Slaying, S30Stam), twenty explosive grenades, eight smoke grenades, two boomerangs, and a weighted net.

32. Manor of Krysollases. The manor is a tan T-shaped three-story stone building with a twenty-room underground level. The manor is surrounded on the north with a field of tall cacti, and on the south with a field of Sleep Poppies. Krysollases is a Type 7D Devils (Infernal Judge). The Major Domo is Valeyoff (Type 7A Devil). The staff consists of four Medusa, eight Type 7B Devils, two Zoybim, six Zombies, five Skeletons, a Zombie Master, and seven Bugbears. Krysollases is very interested in horse racing (often appears on Prime Material Plane under the alias of Gorakammel).

33. Jesselhesk's Crypt. A one-story white stone building with a bronze roof. The exterior is painted with scenes of the Oraglof Swamp. The interior has two large tapestries of a ziggurat in a swamp, along with a green soapstone casket. The casket lid has two statues of giant frogs on it. The casket contains Jesselhesk's (evil male Half-Ef, Air/Water Mage L17, dead 827 years) preserved body, copper Lijeth's Bracers, Never-Cleaving Armor (chainmail AC+10), Boots of Silent Speed, Bracelet of Tirelessness, and a copy of Pelk's Bestiary. On 1d20 rolls GTET 15 a Wraith (HD10, AC120) appears in the crypt.

34. The ruined shell of a one-story stone building, consisting of five rooms, and an underground room. The cellar is occupied by four Basilisks (HD4, AC22). There are also nine barrels of spoiled beer, three barrels of mouldy flour, a barrel of brine, and a barrel with five ruined cheeses.

35. A sand shelter is occupied by Tolmurrow (evil male Hu-

man, Crusader L14), Bulprist (evil male Human, Crusader L12), Dolsomthan (evil male Gnome, Warrior L10), and Covestave (evil Warrior L11). They are traveling to the Shrine of Crows (Location 36, Southeast Map).

36. Oasis of Tatahlis, Mummy King Urvitez. The oasis has lower temperatures, bushes, and palms. It includes a Funerary Temple, a monumental Obelisk, two large pools of water, a Tomb in the sand, and a maze hidden inside a multi-story Sphinx. INF/OOK.

37. A one-story black stone cottage with a copper roof. A group of ten Zoybim are found playing cards and drinking Vadacay (an infernal alcoholic drink).

38. A rectangular area, three-eighths miles long by one-quarter mile across, the perimeter marked with a thin silver line. The area has a frictionless surface; persons crossing the area reduce their effective Agility by 6 points. An encounter with airborne opponents occurs on 1d12 rolls GTET 7, checked every five minutes.

39. A bronze door, 22 FT high by 14 FT across by 2 FT thick, set into an iron frame. Iron padlocks are attached to each side, 2 FT across. An iron chain wraps around the entire door. A mortal who touches the door gains a +1 bonus when picking locks for the next 1d100 hours.

40. A stone plaza, 200 FT long by 140 FT long, paved with brown and grey paving stones, the plaza surrounded on three sides by a 25 FT-wide ditch. A smooth blue stone pyramid is in the center, 30 FT high by 10 FT long on each side.

41. An X-shaped region, each arm is one-quarter mile long by one-eighth mile across, the perimeter marked with a yellow line. Devotion-level Prayers have no effect, Mystery-level Prayers fail on 1d20 rolls GTET 5, and Majesty-level Prayers fail on 1d20 rolls GTET 10. An encounter occurs in the region on 1d12 rolls GTET 7.

42. A circular red stone tower, 100 FT high, occupied by Slandoreaus (neutral female Half-Elf, Seer and Mystic). She is found in a tower room lined with books written in Infernal Cant. The lower room holds a kitchen, fifty-four whole-

some meals, and twenty gallons of wholesome water.

43. A large sandstone rock, 72 FT high by 40 FT across. The rock is home to nine Black Wyverns (HD9, AC44), who dive down and attack passing mortals.

44. A circular area one-quarter mile across, marked with a 1 FT grey stone lip. Inside the region are thirty rolling boulders, each 25 FT tall. The boulders move under their own power. Persons in the area suffer hp3d6 crushing damage from being run over (avoid S32Agil, checked every 3 minutes. An encounter with airborne attackers occurs on 1d12 rolls GTET 11.

45. An oval area one-quarter mile long; the area is filled with empty pits, each one is 25 FT across by 30 FT long. There is 30 FT to 50 FT between pits. An encounter occurs in this area on 1d12 rolls GTET 8, checked every 5 minutes.

46. A brick-lined tunnel 6 FT by 9 FT leads to two underground chambers lined in grey stone blocks. The chambers house a torture chamber, including two racks, an iron maiden, two bed of nails, six sets of wall manacles, a whipping post, three braziers with branding irons, and a selection of whips, cudgels, and needles. The chambers are occupied by three Oduru, three Ladatajas, and two Type 7A Devils. On 1d12 rolls GTET 8, the manacles hold a Type 7B Devil, a Type 7D Devil, a Zoybim, and a Minotaur, an Ogre is strapped into a rack, and a Bugbear is strapped to a bed of nails.

47. A rectangular area one-third miles long by one-quarter mile across, the perimeter is marked with a thin red metal line. Adventurers crossing the area encounter hp1d12 explosive mines every 2d100 FT (avoid S28Agil).

48. Rolphet's Altar, dedicated to Samael. A black stone plaza 30 FT by 18 FT. The altar is rough red stone, 16 FT by 6 FT wide, a solid block 8 FT high. Gold rings (2 FT diameter) are fastened into the stone at each end. A portrait of Samael is engraved on the altar's front. A five gallon pewter urn of Unholy Water sits on the altar. Glaphume (Type 7C Devil) and four Zoybim are present on 1d12 rolls GTET 8; they are butchering two giant hogs and offering their hearts to Samael in pewter vessels. Good and neutral persons touch-

ing the altar suffer hp1d10 fire damage (hp1d4 if S30Stam); evil persons touching the altar suffer hp1d6 fire damage (if S28Stam they gain the ability to become invisible to Type 7 Devils (all types, no save, effect lasts 1d100 minutes) for the next 1d100 hours.

49. A grey-blue stone pillar, 90 FT high by 10 FT across, the top supporting a 55 FT square metal platform. The platform is occupied by three Rotting Dragons (HD8, AC45). A 21,003 GP value Black Pearl is on the platform.

50. Jastmond (evil male Gnome, Priest L15) is met walking through the desert. He has an amulet that repels the rain of fire. He is traveling to the Coellanihat Museum (Southwest Map #62) to get a book on the manufacture of a rare variant of banjo, along with compositions by the master banjo player, Caxabollas.

51. A rough tunnel 3 FT by 4 FT leads underground to an eighteen room cave system, arranged in two levels. The largest room is 410 FT long, the second largest is 624 FT. One room has steam geysers, one room has Forget Flowers growing from toadstools, one room has a stoned Komodo Dragon, one room has a hot spring pool, and a wall in one room has been dug into with picks. The room closest to the surface has an abandoned camp site (1d20 days old).

52. Fort Nirtseh. The fort consists of six one-story red stone buildings with slate roofs inside a five-sided black stone wall, 30 FT high. Underground tunnels lead to three four-story guard towers located outside the wall. The fort is commanded by Solimah (Hulden). The garrison consists of four Hulden, nine Oduru, two squads of Ladatajas, thirteen Common Devils, six Ordinary Devils, and ten Zoybim.

53. A cairn of bleached white stone blocks, 12 FT high by 16 FT long by 9 FT wide. A battle-axe with a cracked blade is found under a block (+2 Goblin Cleaving if repaired). The cairn contains the bones of Friboran (neutral male Dwarf, Warrior L11, deceased 602 years). A dwarf who touches Friboran's bones gains the ability to summon a Giant Crow (hp4, AC10, as familiar) once/day for 30 minutes (expires in 1d10 days).

54. A long one-story green stone building with a copper roof, dug partially into the sand. The building is a warehouse filled with tall clay jars that contain [1d8]: (1) olive oil, (2) palm hearts, (3) red wine, (4) dried figs, (5) dates, (6) cinnamon sticks, (7) incense [3d20 pounds at 5d100 GP/pound], (8) 3d100 pieces of amber at 1d100 GP/piece. The warehouse is managed by Hoffri (Type 7B Devil). The workers include seven Common Devils, five Ordinary Devils, a Centaur of Hell, three Minotaur, and five Zoybim. A patrol of an Oduru and a squad of Ladatajas stops here every 1d20+1d12 hours.

55. A circular area one mile across is the hunting ground for a Great Sand Worm (HD20, AC104). The worm appears on 1d12 rolls GTET 7, checked every one-tenth miles, it swallows Adventurers whole (avoid S34Agil).

56. Quertormang Caves. Three rough tunnels, 4 FT by 7 FT, lead from the surface to a three-level cave complex. The upper level has one-quarter mile of tunnel and nine rooms, the middle level has three-eighths miles of tunnel and eleven rooms, and the lower level has two-thirds miles of tunnel and ten rooms. An underground river crosses the lower level. Legend says the final battle of the Slave Rebellion of 504 occurred in these caves.

57. A two-story black stone building with two portcullis entrances, one additional level is underground. The building is a Treasury belonging to Amayon, and it holds 403,533 CP, 315,907 SP, 214,352 GP, 42,540 platinum pieces, three hundred ingots of tin, eighty ingots of bronze, and thirty glass gallon jars of refined mercury. The treasury is managed by Unhillsac (Hulden), and has a garrison of three Hulden, twelve Oduru, a squad of Ladatajas, eight Common Devils, seven Harpies of Hell, a Medusa, and six Zoybim. All doors are -5 to open, all locks are -4 to open. A room in the underground section requires a password spoken in Infernal Cant; it contains 2d20 enchanted weapons, 3d20 pieces of enchanted armor, 1d12 articles of enchanted clothing, and five enchanted books.

58. An oval area, one-half mile long by one-quarter mile wide, the perimeter marked with a line of sparkling crystals (each 3 SP). Mortals crossing the zone become mesmerized

(S30Will, checked every five minutes; the effect persists 3d100 minutes).

59. A circular red stone plaza, 60 FT across, surrounded by a 3 FT white stone wall with four gaps at the cardinal compass points. At the midpoint of each arc is a 15 FT tall silver flame statues with streaks of red. A 10 FT copper brazier in the plaza center has an ever-burning 20 FT blue-green flame. A plaque on the brazier identifies the area is dedicated to the memory of Infernal Legion XXVII and the Battle of Tuntraen, fought 4782 years ago on the Plane of Eternal Fire. The silver flames commemorate four Devils whose valiant efforts allowed their Legion to escape the overwhelming trap; they are Heffrolus, Lophazi, Weskzur, and Askotolar. A mortal who touches the statue labelled Weskzur gains the ability to call flames for the subsequent 1d100 hours.

60. A circular area one-third mile across, filled with large sand pits. Each pit is 2d20+50 FT across by 1d20+1d12 FT deep. On 1d20 rolls GTET 16 a Giant Rattlesnake (HD2, AC30) is at the pit bottom. On 1d100 rolls GTET 98 a metal chest is at the pit bottom, holding 1d12*1000 GP. An encounter occurs in this area on 1d12 rolls GTET 8.

61. A sand shelter is occupied by Havendima (neutral female Human, Poet), abandoned 1d100 hours ago by her guide and bodyguard. She came to Hell to get a commission from Prince Zimidar. Havendima has twelve wholesome meals and six gallons of wholesome water. She has a Dictatum's Pencil, a Ring of Protection +2, and an Antidote Ring.

62. Coellanihat Museum. The museum consists of a two-story E-shaped brown stone building with a slate roof. The museum displays rare musical instruments collected by Samael, along with musical scores, portraits and busts of musicians, and has a collection of crystals that play 'recordings' of famous compositions when touched. The Museum Curator is Amdollas (evil male Gnome). The staff consists of an Oduru, three Centaurs of Hell, two Zoybim, a Bugbear, and a Harpy of Hell. Three hundred yards from the museum is an area of fused sand surrounding a circular 2400 FT vertical shaft (45 FT wide).

Circle Eight

Diabolic Prince	Zimidar (Purple field, 8 gold coins over a chalice)
Diabolic Dukes	Adramelech, Focalor
Diabolic Generals	Furfarrello (Pit 1), Cagnuzzo (Pit 2), Hiisu (Pit 3), Jutas (Pit 4), Barbaricia (Pit 5), Eligoss (Pit 6), Agares (Pit 7), Baulaum (Pit 8), Alichino (Pit 9), Caleabrina (Pit 10)
Devils	Common, Ordinary, Daityas, Iblis, Romatyas, Zoybim, Types 8A through 8C
Other Notable Creatures	Nephilim Giants (Nimrod, Shinar, Anteus); the Palace of Samael, Diabolic King, sits on the inner rim of the Eighth Circle overlooking Cocytus (Black field with white skull impaled on spear, dedicated Devils are Keres, Quivaras, Jinguma)
Sinners and Punishments	Panders and Seducers (Pit 1, kept running and beaten by Type 8A Devils), Flatterers (Pit 2, immersed in sewage and liquid filth), Simonists (Pit 3, bought or sold spiritual offices or traded the favor of Gods for personal wealth, power, or privilege, stuffed into boulders with flames on their feet), Diviners, Augers, Witches and Fortune Tellers (Pit 4, marched by Devils with heads twisted behind), Barterers (Pit 5, traded public office or trust for personal wealth, power, privilege, immersed in bubbling tar and pitch), Hypocrites (Pit 6, heavy gilded lead coats, marched by devils), Thieves (Pit 7, transform from human to serpent, chased by poisonous serpents then regenerate), Evil Counselors (Pit 8, ruined their Masters, wrapped in flames and marched by Devils), Makers of Scandal and Schism (Pit 9, flayed by Devils and bird feed on organs, then regenerate), Falsifiers of Things, Words, Deeds (Pit 10, rotting skin diseases)
Environment	Dry and Arid
Physical Challenges	Outer Cliff (up), Inner Cliff (down), Concentric Trenches (ten)
Size	Torus, Outer Circumference 105 miles, Inner Circumference 40 miles, Outer Radius 13 miles, Inner Radius 6 miles, Width 7 miles

Description

This Circle lies at the bottom of a 1500 FT high cliff, below the Seventh Circle, curved outward and back under to making climbing impossible. The inner border is a 1200 FT vertical cliff above the Ninth Circle. Mortals reach the Eighth Circle after transport by Geryon or by finding and climbing down one of the four spiral stairs located the four compass points.

Ten concentric circular pits (trenches) are dug into the Circle, the first (outermost) being a quarter-mile from the outer cliff with succeeding (inward) pit spaced six-tenths

of a mile apart, with a half-mile separating the last pit from the inner cliff. Trenches are three hundred FT across by 150 FT deep. The Circle is essentially flat and is covered by a dark grey rock with the look and feel of asphalt except for the many raised ridges that run in straight lines along radii. Each ridge is 20 FT above the ground by 30 FT wide at the top and paved with silver bricks; arched bridges cross each Pit, 50 FT above grade at their center; a particular bridge is damaged or missing (unavailable) on 1d20 rolls GTET 17. The ridges are spaced so their outer ends are 5 miles apart. Guard stations are found on every ridge three-quarters mile from their outer end, two miles from the end, and three-and-a-half miles from the end; each station is commanded by a Daityas, with five Type 8A Devils, two Type 8B Devils, and two Type 8C Devils (a station has a three-story circular signal tower, two common rooms, and three cells).

Directional Obelisks are located one hundred yards inward from the outer perimeter, four miles apart; each one is of black stone 10 FT tall. Each Obelisk has arrows facing north (clockwise) and south (counterclockwise) that identify the Diabolic Princes and Dukes of this circle (Zimidar, Samael, Adramelech, and Focalor; the order of the names depends on obelisk location).

Eight gigantic (Nephilim-sized) hoists are installed along the inner border. If mortals can convince the giants to operate the hoists, they can be used to travel to the Ninth Circle below. If Adventurers cannot convince the Nephilim to help them, they will have devise their own path to the bottom (e.g. climb). There are no engineered means to go from the cliff's top to it's bottom.

Weather and Physical Effects

Dark roiling clouds hang over the Circle with black streamers hanging down toward the ground like tentacles. Flashes of red light light up the sky every 10 to 15 minutes. Mists and smoke and vapors of many colors drift up out of the pits. A dank cold wind blows out of the center of Inferno, often 30 miles/hour gusting to 45 miles/hour. The average temperature on the Circle is 45 degrees.

Adventurers experience intense cramps from the foul stench of decay and sewage that permeates this Circle (S32Stam, cu-

mulative -1 modifier for every hour of exposure). An affected person cannot perform spells and prayers, performs direct combat at -4 TH, and perform other physical tasks with a -50% penalty.

Trenches

One. Jets of fire randomly occur along the walls and floor; a mortal is attacked by fire every 1d8 minutes, avoid S33Agil; affected persons suffer hp3d6 damage. Mortals are attacked by 1d20 Type 8A Devils on 1d20 rolls GTET 14.

Two. A noxious mix of sewage, offal, and other liquid filth fills the Pit to a height of 7 FT, and clouds of buzzing insects (Flesh Flies, Poison Gnats, Giant Mosquitos) swarm above the liquid. Mortals swimming across the filth contract 1d3 disease each from the contact (S30Stam). D2etermine diseases from 1d12: (1) Dengue Fever, (2) Tuberculosis, (3) Diphtheria, (4) Tetanus, (5) Malaria, (6) Elephantitis, (7) Yellow Fever, (8) Dysentery, (9) Smallpox, (10) Typhoid Fever, (11) Tapeworms, (12) Bubonic Plague; see Codicil of Maladies for details. An encounter occurs to mortals swimming the muck on 1d20 rolls GTET 15, checked twice; determine the creature using 1d4: (1) Mud Snakes, (2) Giant Slugs, (3) Giant Leeches, (4) Type 8A Devils. Mortals flying above the muck are attacked by Type 8A Devils on 1d20 rolls GTET 13.

Three. Adventurers are knocked from their feet by a quake/tremor every 1d10 minutes (S30Agil). Persons fall if climbing when a tremor occurs (S32Agil). Mortals attract 1d3 balls of fire every 1d20 rounds unless succeeding on 1d20 rolls GTET [30-Will], checked every five minutes; a ball of fire does hp1d4 damage every five minutes (avoid S30Will, fire S30Stam). Mortals are attacked by 1d12 Type 8A Devils on 1d20 rolls GTET 16, checked every ten minutes.

Four. Mortals are attacked by 1d20 Type 8B Devils on 1d20 rolls GTET 14, checked every ten minutes. Mortals are attacked by Thorn Vines on 1d20 rolls GTET 15, checked every five minutes. Biting Flies are annoying but not damaging.

Five. The trench is filled with hot bubbling tar and pitch to a depth of 15 FT; thick smelly smoke collects above the tar (1d20 minutes unconscious, S32Stam). Adventurers swimming the Pit suffer hp1/round damage if not protected against heat. Adventurers swimming the Pit are attacked by 1d10

Pitch Devils on 1d20 rolls GTET 15, checked every five minutes, and by 1d8 Scorpion Crabs on rolls GTET 12, checked every three minutes. Adventurers flying above the pitch are attacked by either Pitch Devils or Type 8B Devils on 1d20 rolls GTET 14, checked every five minutes.

Six. Mortals look at the gilded coats every 1d20 rounds (avoid looking S34Will); the glowing light blinds a mortal for 2d20 minutes (S32Stam). Adventurers in the Pit are attacked by 1d12 Type 8B Devils on 1d20 rolls GTET 13, checked every five minutes.

Seven. Mortals in the Pit are attacked by poisonous serpent on 1d20 rolls GTET 12, checked every ten minutes; the specific serpent is determined from 31d12: (1) 1d3 Ancient Lizards, (2) 1d4 Giant Boa Constrictors, (3) 1d3 Spitting Cobra, (4) 1d6 Giant Coral Snakes, (5) 1d4 Gila Monsters, (6) 1d6 Komodo Dragons, (7) 1d6 Great Monitor Lizards, (8) 1d6 Giant Rattlesnakes, (9) 1d3 Three-Headed Hydra, (10) 1d2 Wyverns, (11) Green Dragon [without wings], (12) wingless Red Dragon. Mortals are attacked by 1d12 Type 8C Devils on 1d20 rolls GTET 15, checked every ten minutes.

Eight. Mortals in the Pit are attacked by 1d8 flame-wrapped Manes on 1d20 rolls GTET 08, checked every five minutes. Mortals are attacked by 1d12 Type 8C Devils on 1d20 rolls GTET 14, checked every ten minutes.

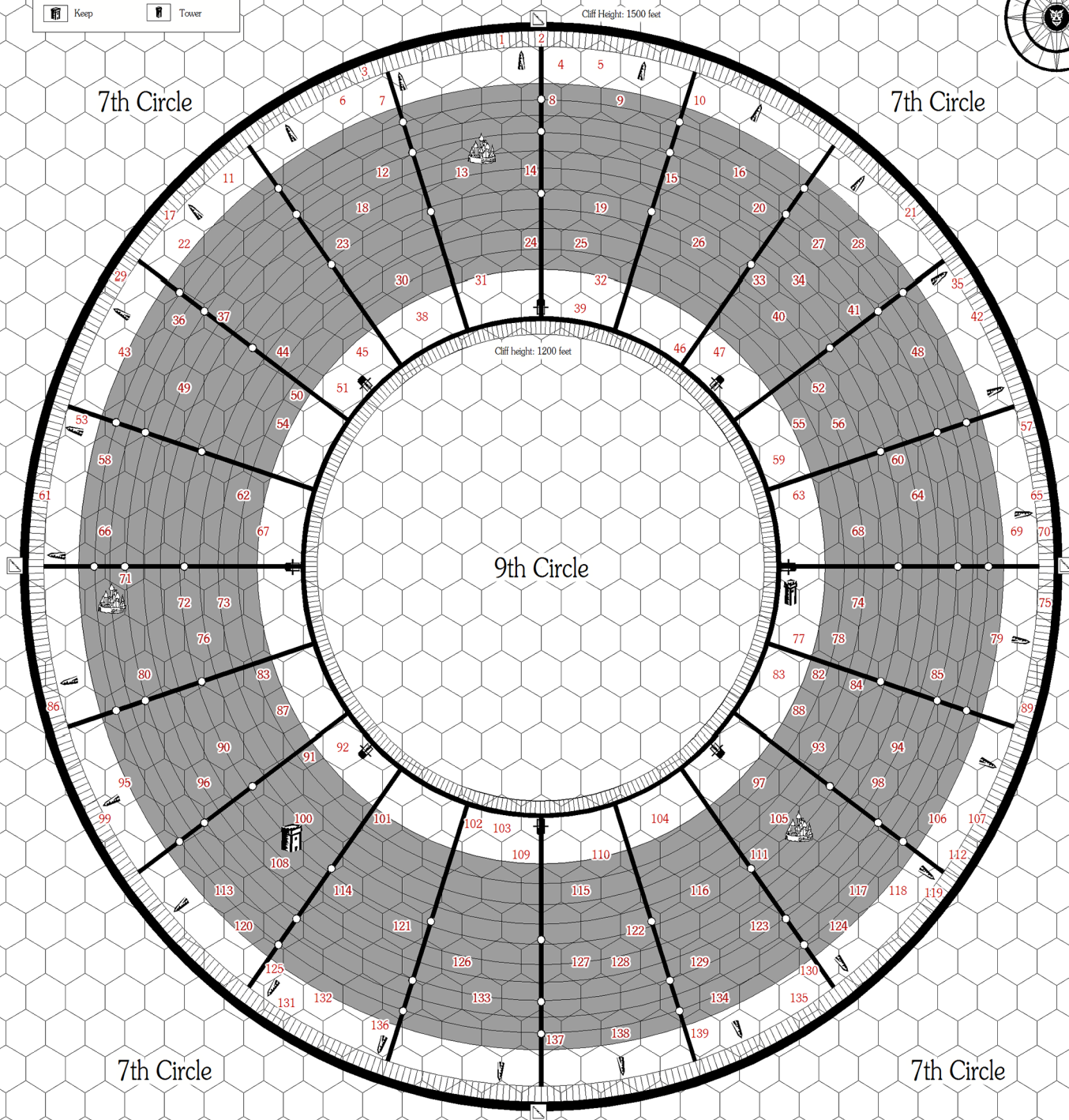
Nine. Mortals in the Pit are attacked by 1d20 giant birds on 1d20 rolls GTET 8, checked every five minutes; the type of bird encountered is determined from 1d12: 4(1) 1d3 Giant Vultures, (2) 1d2 Warbler Birds, (3) 1d3 Giant Ravens, (4) 1d6 Giant Owls, (5) 1d3 Ghost Owls, (6) 1d6 Great Magpies, (7) 1d3 Giant Hawks, (8) 1d2 Greater Firebirds, (9) 1d4 Giant Falcons, (10) 1d10 Giant Crows, (11) 1d4 Stinger Birds, (12) 1d6 Club-Tailed Birds. Mortals are attacked by 1d12 Type 8C Devils on 1d20 rolls GTET 14, checked every ten minutes.

Ten. This Pit is in weak twilight making it difficult to see. Mortals in the Pit develop permanent boils and disfiguring skin diseases within 1d100 minutes (S35Stam). Mortals are affected by the gloom and torpor (weakness and lack of energy, S33Will, checked every fifteen minutes; affected persons scratch themselves bloody - hp1 damage every fifteen minutes). Mortals are attacked by 1d20 Type 8C Devils on 1d20 rolls GTET 14, checked every ten minutes.

EIGHTH CIRCLE OF HELL

1 Hex = 1 Mile





Circle Eight Locations

(Unmarked) The Palace of Samael, King of Hell, is located on the rim of the inner Eighth Circle cliff, overlooking Cocytus and the Ninth Circle [just south of due east from Lucifer]. The palace consists of a black stone Tower, ten stories above ground, with three underground levels. Samael's Concubine is Jaironna (Succubus); his Seneschal is Neznai (Type 9C Devil); his personal Secretary is Aodhnait (female Nightmare, Rascal, Assassin, Wizard); his personal Assistant is Cerdic Kiuriak (Type 9C Devil), and his Valet is Varkony (male Vampire, Rascal). The offices of Gwuiym (male Fire Giant, Wizard), Grand Inquisitor of Hell are also in the Tower.

1. An enchanted area, oval in shape, three quarters of a mile long by one third mile across. The perimeter is marked by ten rose-colored blocks of stone. One-quarter of all gold coins carried by Adventurers disappear after every one-tenth mile travelled.
2. A rectangular area one mile long by one-half mile across. Pink vapors drift across the area, causing mortals to become numbed (cannot feel their skin; S30Stam, checked every one-tenth mile; the effect persists 3d100 minutes).
3. A rectangular stone quarry, 1000 FT by 750 FT by 125 FT deep. There are two one-story wood buildings along the rim and two metal hoists. The quarry boss is Barsbeki (male Human). The staff consists of 30 Common Devils, 19 Ordinary Devils, 11 Type 8C Devils, 7 Type 8B Devils, 10 Type 8A Devils, and 40 Dwarf slaves.
4. A one-story stone cottage with slate roof. Inside is Clyment (male half-Elf, Rascal L15) and Melusine (female Human, Healer). They are spies for Lord Raynucio, a front for the Demon Noble Andjezs.
5. A herd of 320 Hell Cattle, watched by 9 Type 8B Devils.
6. Two squads of (ten) Romatyas at archery practice.
7. Spire of Oalganoli. A black metal pyramidal structure 180 FT tall, 35 FT across at the base. An oval door in the base gives access to a 25 FT diameter circular room; ladders

go up to two higher rooms, 18 FT across and 12 FT across. A blue pennant flies from the tip. On 1d12 rolls GTET 7 the room is occupied by two Type 8C Devils and two Type 8A Devils.

8. Mausoleum of Mapheo (Type 8B Devil). The structure is white stone, 24 FT by 18 FT, with a 10 FT statue inside over a marble slab in the floor. Under the slab are black bones, 214 GP, 88 SP, five diamonds (490 GP, 683 GP, 8329 GP, 12854 GP, 18353 GP), and a silver-bladed rapier.

9. Boragyt Armory. A one-story green stone building holding a forge and two rooms of weapons (150 spears, 120 javelins, 80 long bows, 1250 arrows, 200 darts, 40 crossbows, 560 bolts, 10 slings, 300 pieces of shot, 90 scimitars, 40 cutlasses, 20 long swords, 12 bastard swords). The armory is guarded by six Type 8A Devils. On 1d12 rolls GTET 9 the armory is attended by Gyffard (male Dwarf, Master Smith).

10. A 6 FT by 7 FT tunnel into the earth leads to a twenty-room complex inhabited by 300 Fire-Breathing Ants (HD1d10, AC12). Inside is found 132 SP, 46 GP, 4 pieces of onyx (102 GP, 184 GP, 385 GP, 838 GP), a black pearl (11,583 GP), and a Greater Healing Potion.

11. Paveya Ruins. The remains of a three-story black stone manor, the west wall is largely missing, and the roof has several holes. An underground room off the kitchen has two barrels of salted meat (60 wholesome meals). The ruin is inhabited by Death Beetles (HD6, AC44, fatal poison), Giant Blood Sucking Bugs (HD1, AC14), Giant Spiders (HD3, AC20), and Poison Caterpillars (HD2, AC8).

12. Nine tall rectangular white rocks, each one 20 FT to 30 FT tall by 8 FT across, with auras of enchantment. Touching the third rock causes an Adventurer to be able to walk through stone for the subsequent hour (S33Stam).

13. The Palace of Zimidar, Prince of Hell. The palace is a four-story red brick structure surrounded by a red stone wall, with gardens of red roses. Zimidar's Seneschal is Luvivanengo (Type 8C Devil). The staff consists of 25 Common Devils, 22 Ordinary Devils, 9 Type 8C Devils, 11 type 8B Devils, and 14 Zoybim. He also employs 5 Centaurs of Hell, 3 Harpies of Hell, 7 Minotaur, and 2 Fire Giants. Zimidar col-

lects rare books about plants. DPL.

14. A monument to Yosmen Rawli, Diabolic General, deceased 6387 years. The monument consists of black pavement, four black stone cylinders, 12 FT high by 5 FT thick, surrounded by a ring of black metal spears. Yosmen is remembered for leading a charge against an elite unit of Trolls at the Battle of Furgan Lakes.

15. A one-story blue stone Gaol with ten cells, a guard room and an officer's room. An underground section has five additional cells. The gaol is commanded by Lodwic (Daitywas), with a garrison of four Type 8A Devils, three Ordinary Devils, a Common Devil, and a Zoybim. The Gaol has 1d8 prisoners as determined by 1d10: (1) Type 8A Devil, (2) Type 8B Devil, (3) Type 8C Devil, (4) Iblis, (5) Romatyas, (6) Zoybim, (7) Harpy of Hell, (8) Human, (9) Elf, (10) Dwarf.

16. Camp Ilinnosk. A three-story brown stone building with one underground level, the headquarters of Infernal Legion VIII (General Hiisu). The garrison consists of twenty Common Devils, eight Ordinary Devils, twelve Daityas, fifteen Iblis, eight squads of Romatyas, eleven Zoybim, fifteen Centaurs of Hell, and six Ogres. The camp has a kennel with nine Infernal Hounds.

17. Garden of Teetor. A square area 1000 FT on a side, surrounded by a 5 FT white stone wall, two entrance arches are on each side. Mortals walking in the garden are attacked by entangling vines that suddenly grow up (avoid S31Agil, checked every 2d12 rounds). The yellow fruit of the Malgty Tree cures diseases, its squeezed juice repels giant insects.

18. An 8 FT by 11 FT tunnel underground leads to a 50 FT cave room occupied by eleven Harpies of Hell. The room contains 20 gallons of clean water, fifteen wholesome meals, 68 GP, 184 SP, two short bows, 47 arrows (one Human Slayer, one Mage Slayer), and five smoke grenades.

19. A blue-flame wildfire burns in a rectangular area a half-mile across. The area is thickly-covered in sagebrush and other woody plants. The fire does not consume the plants.

20. Campheson Arch. A green metal frame arch, 52 FT high at

the center, 36 FT wide at the base, 10 FT thick. The arch sits on a green stone base, 80 FT by 30 FT. An encounter occurs here on 1d12 rolls GTET 7.

21. A sand pit of gritty grey sand, one-eighth mile across by 35 FT deep. Three Type 8A Devils, four Common Devils, and a Zoybim are loading sand into a large metal hopper on wheels, pulled by six gigantic Buffalo.

22. A thorn hedge maze covers an area 1000 FT by 700 FT, with four entrances. Inside the maze are three Gaityas and two Iblis. Hidden in the base of a 15 FT Minotaur statue are three emeralds (8537 GP, 10673 GP, 17683 GP) and a silver Dagger +1 (deals 2d12 damage to corporeal undead).

23. An 8 FT by 10 FT tunnel in the ground leads down to a 25 FT cave room, inhabited by a pair of Catoblepas (HD5, AC50, death gaze). The room is littered with bones and damaged (ordinary) armor.

24. Post 37 Tower. A black metal frame tower 40 FT high, the top 8 FT by 12 FT. The garrison consists of four Ordinary Devils, two Type 8A Devils, and a Zoybim. They have five javelins (one Mortal Slaying), three long Bows, 112 arrows (20 poisoned), and a Wand of Magic Arrows.

25. A 5 FT by 7 FT tunnel in the ground leads down to a seven-room cave complex; the biggest room is 55 FT by 20 FT. The cave is inhabited by two Berg Trolls (HD9, AC40) and a Cave Troll (HD11, AC50). They have 427 SP, 214 GP, eight Bloodstones (each 1d12*1d100*1d8 GP), twenty wholesome meals, and 25 gallons of water.

26. A cylindrical Cistern, 25 FT high by 20 FT across. A stone building 8 FT by 8 FT holds the valves and spigots. The water is diseased. An encounter occurs hear on 1d12 rolls GTET 4.

27. A large Pyre, 18 FT long by 7 FT across, on stone columns 6 FT off the ground. The pyre is burning furiously, with giant-sized bones. Eight Hell Salamanders (HD5, AC25, fire breath) are present on 1d12 rolls GTET 6.

28. Namishkan Post, headquarters of Infernal Legion VII (General Cagnuzzo). This camp consists of three one-story

wood buildings with slate roofs, four metal-walled one-story buildings, and a two-story stone building. One underground room has eight jail cells and other has an altar to Lucifer. The post commander is Kamsiphini (Type 8C Devil). The garrison consists of thirty Common Devils, thirty-five Ordinary Devils, eighteen Daityas, twenty-one Iblis, eight squads of Romatyas, and nine Zoybim. There are also five Centaur of Hell, eight Harpies of Hell, and three Medusa.

29. Uldonmack's Pool. An oval pool of sulphurous water, 800 FT long by 350 FT wide, 20 FT deep in the center. A carved white stone fence surrounds the water. Four black stone statues of horned Mermaids float across the pool. Good mortals who drink the water are transformed into a pillar of solid Sulphur (S30Stam; affected persons remain Sulphur for 2d100 hours).

30. Castle Piznalea, headquarters of Infernal Legion XIX (General Caleabrina). The castle consists of a four-story red stone Keep surrounded by a 35 FT red stone wall. Inside the wall are four one-story wood buildings. Outside are two concentric moats, each 15 FT wide by 20 FT deep. The post commander is Potambon (Type 9A Devil). The garrison consists of twenty-two Common Devils, twelve Ordinary Devils, twenty Daityas, twenty Iblis, seven squads of Romatyas, and ten Zoybim. The castle has four Manticores (HD11, AC52).

31. A square region a quarter-mile long by one-third mile across. The surface is frictionless (reduce effective Agility by 6 points). An encounter with airborne attackers occurs on 1d12 rolls GTET 5.

32. Two one-story black stone buildings with metal roofs, the buildings house offices. The first building holds fourteen Zoybim, supervised by a Type 8A Devil. The second building holds sixteen Zoybim, supervised by a Type 8B Devil. On 1d12 rolls GTET 7 six Romatyas are present.

33. A mound shaped like a horned Monkey with extended claws. The mound is 400 FT long by 100 FT across, 20 FT tall along the edge, 30 FT tall in the center. An 8 FT pit on top holds a brass chest (key lock, -3 to unlock). The chest holds a silver vessel that imprisons an Efreet (HD8, AC28).

34. Camp Smaelnar, headquarters of Infernal Legion XIII

(General Eligoss). The camp consists of three two-story stone buildings around a parade ground, with four one-story buildings behind them. The camp is surrounded by a 20 FT moat, with a stone bridge. The camp is commanded by Mekonbeck (Type 8A Devil). The garrison consists of nineteen Common Devils, twenty-three Ordinary Devils, fourteen Daityas, eighteen Iblis, seven squads of Romatyas, and twelve Zoybim.

35. A circular area one-half mile across filled with fungi from 2 FT high to 5 FT high, with mushroom caps up to 6 FT across. The fungii are poisonous if eaten raw but is safe to consume after cooked. Spores from the area cause hallucinations (S32Stam). There are no paths through the fungi. Encounters occur in the area on 1d12 rolls GTET 4.

36. A red stone mausoleum, 40 FT by 25 FT, with a red metal lattice door. Stairs inside lead to a small underground room holding the painted wood Sarcophagus of Lionawas (Lich, Fire-Earth-Air Wizard, L22). The stasis holding Lionawas is broken when the lattice door is opened. The Lich has a Flaming Sword +3 and a Staff of Lightning Bolts.

37. A circular area 1 mile across, filled with geysers. Each geyser is a cone 4 FT to 7 FT high with bases 5 FT to 8 FT across. Adventurers crossing the area are sprayed by hot water every one-twelfth mile (2d8 damage, avoid S33Agil). An encounter occurs in this area on 1d12 rolls GTET 5.

38. A black metal platform with three yardarms, the platform is 8 FT above ground. Two yardarms are 20 FT off the ground and have empty hangman's nooses, the third has the swinging body of a Minotaur. On 1d12 rolls GTET 4 the hanging party is present - a Daityas, three Iblis, a squad of Romatyas, five Common Devils, and three Zoybim.

39. Magoraes Treasury. A three-story black stone building surrounded by a 15 FT metal fence. The treasury holds three million GP belonging to Prince Zimidar, in black metal chests each of 10,000 GP. The staff includes a Fire Giant, three Centaurs of Hell, and five Zoybim. The building is guarded by six Daityas, nine Iblis, and three squads of Romatyas.

40. Fort Bayotmeck, headquarters of Infernal Legion XVI (General Baulaum). The Fort consists of five four-story black

stone towers, connected by 24 FT walls, 8 FT thick. There are two two-story gatehouses with adamantite portcullis. The fort is commanded by Nowpoc (Type 9B Devil). The garrison consists of ten Common Devils, twenty-four Ordinary Devils, twelve Daityas, sixteen Iblis, five squads of Romatyas, and eight Zoybim. The fort also houses thirty Harpies of Hell.

41. Dubron's Tunnels. A 4 FT by 8 FT stair leads underground to a three-level dungeon. The uppermost level has fourteen rooms, the middle level has twenty-one rooms, and the lowest level has twelve rooms. The dungeon has a pool of molten silver, a fountain of Unholy Water, a carved face that speaks in riddles, a room with a gigantic chess set, and room with flying spikes. The dungeon is populated by Monitor Lizards, Komodo Dragons, Wyverns, and Dragon Lizards.

42. Whitetop Station, headquarters of Infernal Legion VI (General Furfarello). The station consists of six two-story white stone buildings that form a rectangle around the parade grounds, four one-story wood buildings with metal roofs, and a five-story white stone Tower. A ditch and dike surround the station, with iron spikes around the perimeter. The station is commanded by Irgonhop (Type 9A Devil). The garrison consists of fifteen Common Devils, twenty-six Ordinary Devils, ten Daityas, fourteen Iblis, four squads of Romatyas, nine Zoybim, and two squads of Centaur of Hell Lancers. The station has four Bronze Golems.

43. A circular region three-quarters miles across, filled with numerous vents of hot Sulphur. Each vent is 4 FT to 8 FT high, 3 FT to 6 FT across, releasing elemental Sulphur and 'rotten egg gas.' An Adventurer crossing the area suffers hp1d8 lung damage (S30Stam, checked every one-tenth mile; damage cannot be healed by prayer). Apply a -2 TH modifier due to limited visibility. An encounter occurs on 1d12 rolls GTET 6.

44. An oval region one mile long by two-thirds mile across, marked by 4 FT yellow stones along its perimeter. In this region gravity pushes away from the ground surface, preventing normal surface travel. Adventurers must fasten spikes or hooks into the ground to remain on the surface, or be capable of flight. Encounters with airborne Devils occur on 1d12 rolls GTET 4.

45. Goumanstone Forge. A two-story red stone building with a one-story wood extension. The wood section stores coal, charcoal and flammable gel. The ground floor of the stone building holds 40 short swords, 19 scimitars, 15 dirks, 110 spear tips, 6 scythes, 30 picks, 8 mattocks, 50 trenching tools, and 210 arrow heads. The forge is on the upper floor. The forge is operated by Gouman (male Dwarf, Master Smith, evil Warrior L8), assisted by Nukorchion (male Ogre), Uchmoh (Common Devil), and Hackbor (Common Devil). Gouman has a Hammer +3 (double damage versus Human, limb crushing on roll 20). Nukorchion uses a Heavy Mace +2 (paralyzing).

46. A 5 FT by 5 FT tunnel leads underground to a brick-lined room with hearth and pallet (-2 to find). The room is occupied by Horinax Tresshold, the exiled Grand Duke of Phailment (male Gnome, Shaman L7), with his bodyguard Olzon (Ogre, HD5, AC35). Horniax was overthrown nine years ago and transported to Hell through a ritual; Olzon found him two years later.

47. A 6 FT by 9 FT tunnel leads underground to cave complex of eleven rooms, eight of the rooms are partially filled with hot (100 degree) water. The caves are occupied by fourteen Naga (HD7, AC40). They have one hundred gallons of wholesome water and fifty wholesome meals. They also have 1583 GP, six diamonds, three Alchemical concoctions, and one enchanted Clothing item.

48. Zoadem Lode. A silver mine consisting of three vertical shafts up to 1000 FT deep, with five horizontal levels. Three one-story wood buildings are on the surface, with a truss, a hoist, four water tanks, a crushing mill, and a pile of slag. The mine is run by Haldan (male Human, Master Miner, Warrior L6). The mine staff is twenty-six Common Devils, thirty-three Ordinary Devils, eight Type 8A Devils, four Ogres, and twenty-five Minotaur slaves. There are eighty-three silver ingots at the mine and ten gold ingots.

49. A 20 FT tall red metal statue of five vipers entwined around a pole. Each snake is 16 FT long by 3 FT thick (HD10, hp83, fatal poison - S28Stam). When two or more good persons approach within 15 FT the snakes become animated and attack.

50. Two stoned Medusa stand pointing inward towards Lucifer.

One Medusa wears a green dress and cloak, the other wears a yellow dress and black cloak.

51. A 5 FT by 3 FT natural tunnel leads underground to a cave complex of nine tunnels and thirty-one rooms on two levels; the largest room is 250 FT long and 35 FT high. One room holds the ruins of a Plane Ship, one room has a pool of mercury, and one room has three Mummies (HD5) sleeping in their sarcophagus.

52. A rectangular region one-half mile by one quarter mile, the perimeter marked by small flares every 25 FT. Explosive mines (hp1d10, range 4 FT) are buried in the area. Each Adventurer must avoid a mine every 200 FT (S30Agil).

53. An altar to Zimidar, constructed of purple stone, 22 FT by 8 FT, on black pillars 6 FT high. The top is etched with five chalices. The altar has the aura of evil. On 1d20 rolls GTET 14 an illusion depicts a nude human woman chained on top of the altar (S32Will). An encounter with 1d8 evil Priests occurs here on 1d20 rolls GTET 13.

54. Pool of Hogathoam. An S-shaped pool of water, 125 FT long by 50 FT wide, the middle section 10 FT deep, the ends 5 FT deep. Five red stone fountains are life-sized Hell Horses. A 3 FT red brick wall surrounds the pool. An evil person who completely dunks in the pool (naked) gains AC+1d20 for the subsequent 1d100 hours. An encounter occurs here on 1d20 rolls GTET 15.

55. A 4 FT wide vertical shaft leads down 28 FT to where the bones of Ragalmor (male Dwarf) are wedged. His Ghost (HD5) is bound to the bones and is restricted to a 250 FT radius. Ragalmor has Chainmail AC+16 and a Helm of All-Seeing (AC+10).

56. A brick tunnel 12 FT by 7 FT leading to an underground brick chamber, 40 FT long. An open black stone sarcophagus creates one Skeleton Warrior (HD3, AC30) every 1d20 rounds. 1d20 Skeleton Warriors are already milling about in the room.

57. A blue metal tower 45 FT high, 20 FT wide, on a blue stone plaza 50 FT across. An eight FT diameter, twenty-six

hour, mechanical clock is mounted on the tower.

58. Post 210. A cylindrical black stone building, 50 FT in diameter, with three doors around its perimeter. A 20 FT-wide five-story black stone tower extends upward from the roof. A red metal canopy covers the observation platform at the top. The garrison consists of two Iblis, five Type 8A Devils and three Common Devils. 1d8 Ordinary Devils are found in the lower room.

59. The Dancing Giants. Three concentric rings of upright stones, the innermost ring 22 FT high, the middle ring 17 FT high, the outer ring 12 FT high. Images of dancing bearded male Giants are engraved on each stone. In the center is a 15 FT clay urn. A good person who walks between the rings of stone three times in a counterclockwise direction receives one minor altered realities (wish).

60. An oval area one-half mile long by one-third mile across. The area has large number of silver ore nodules. Each nodule is 1d20*quarter pound and half its weight is pure silver. An encounter occurs here on 1d20 rolls GTET 12.

61. The Ruin of Castle Andorchi. A castle destroyed in battle 2763 years ago. The Keep ground and second floors remain, part of the Shrine of Lucifer, two sides of the wall, the trench along one side, and parts of three towers (40 FT high). There are also eight underground rooms. The ruin is occupied by two Djinn who are searching for a jeweled Scepter (36,235 GP) to trade to a Djinn Prince for their father's freedom.

62. Elzinard Prison. A three-story black stone building, with open center, 200 FT along each side with a single 20 FT portcullis. The prison has 200 cells and 164 prisoners. It is commanded by Turmayon (Daityas), with a garrison of six Iblis, nine Common Devils, twenty-one Ordinary Devils, eight Centaur of Hell, and four Medusa.

63. A circular area one-half mile across, the perimeter marked by a shallow trench. A strong, continuous, rain falls everywhere across the area at 2 inches/hour. An red stone Idol of Deluge sits on a 10 FT red pillar in the area center.

64. Six split-rail pens each hold 1d100 Hell Cattle, two pens have four Hell Mammoth each, and four pens have 1d20 Monitor Lizards each. A one-story stone cottage is occupied by six Common Devils and two Ordinary Devils. A one-story wood barn holds feed and tools.

65. Gonasidmee Plaza. An open area paved in blue stones, 110 FT by 60 FT. A 30 FT blue stone statue of a flying Gonasidmee (Type 8B Devil) is supported above the plaza (height 35 FT) above an 8 FT white fountain. An encounter occurs here on 1d12 rolls GTET 8.

66. An area a half mile long by one-third mile across, the area is filled with multi-colored boulders. Each boulder is from 30 FT to 60 FT high, 7 FT to 20 FT across. When an evil person touches a boulder it levitates 25 FT on 1d20 rolls of 20 (1d100 minutes), revealing a pit 12 FT deep. On second 1d20 rolls of 20 the pit leads to a dungeon of 2d20 rooms. An encounter occurs in the area on 1d12 rolls GTET 10.

67. Helno Temple, dedicated to Zimidar. An eight-sided stone temple with bronze dome; the sides alternate purple and gold colors, with two arched openings. Inside is a purple wood altar 12 FT by 4 FT and a gold metal altar 10 FT by 4 FT. The temple is tended by Aphothanis (evil male half-Elf, Priest L12), Yorkol (Type 7D Devil), and Exbrat (evil male Gnome, Priest L10). An evil person who touches the gold altar gains the ability to pass one encounter with devils on the Eighth Circle (expires 1d100 hours).

68. Nodnovor Monument. A red stone cylinder 5 FT high supporting a bronze metal statue of a Type 8C Devil with two tridents, standing on a Minotaur's body. One of the tridents can be removed (Trident +3, aura of evil, good opponents are stoned - S32Stam). A person capable of seeing invisible spots a hole in the base with a 25,000 diamond in it.

69. A X-shaped mound of red clay, each section 40 FT long by 15 across and 20 FT high. A Greater Healing Potion is buried where the arms cross. A Scimitar +2 (aura of good, +1 SPM when carried by a Priest or Crusader) is buried at the tip of the northeast arm. An encounter occurs here on 1d20 rolls GTET 16.

70. The rubble and remains from a one-story stone building with six rooms. The ruin is occupied by three Visions (HD5, AC60, incorporeal weapon to injure). A bronze coffer is hidden behind a secret panel in the fireplace (key lock -3 to open). The coffer holds a pot of Life-Restoring Balm, two rubies (17,428 GP, 20,573 GP), a 15,369 GP pearl, and three bloodstones (8362 GP, 14,602 GP, 18,233 GP).

71. The Palace of Adramalech, Duke of Hell (between the second and third pits). The palace is a square two-story red stone building with five-story white towers at each corner, there is one underground level reached from the northwest tower. Adramalech's Seneschal is Wutheof (Centaur of Hell). The staff consists of nineteen Common Devils, twenty-four Ordinary Devils, five Daityas, sixteen Iblis, two Romatyas, fourteen Type 8A Devils, and fifteen Zoybim. Visitors include Roeloff (Efreet), Poquenilla (neutral female Warlock L14), Mactilla (evil female Poet), and Ghillis (male Fire Giant).

72. Joron Castle, headquarters of Infernal Legion XIV (General Agares). The castle consists of two concentric walls, each 40 FT high by 50 FT thick, surrounded by a dry moat. There are two underground levels beneath the structure. The castle commander is Talwonbone (Type 8C Devil). The garrison consists of fourteen Common Devils, ten Daityas, fourteen Iblis, five squads of Romatyas, two squads of Harpies of Hell, and twenty Zoybim. Also present are Denjis and Cethbad (Dopplegangers), Arselman (Lycanthrope, Boar), and Priscina (neutral female Human, Healer). General Agares is known for his interest in birds and falcons.

73. Keep of Alchemists (walled structure with two-story living quarters, two-story stone alchemical laboratory, and three-story unstable tower). The keep is occupied by Bonifaec (male half-Elf Master Alchemist), Perevida (female half-Elf, Rascal 5, mistress of Bonifaec), Lionors (male Human, Alchemist), and Minnedora (female Human, Cook and Housekeeper). The tower holds the Elixir of Immortality. INF.

74. Camp Popondogat, headquarters of Infernal Legion XVII (General Alichino). The camp consists of four two-story ironwood buildings with metal roofs, three one-story wood

buildings with slate roofs, surrounded by a wood palisade and a 15 FT oil-filled moat. There are three four-story stone towers; the southeast tower give access to a twenty-room underground section. The camp commander is Howibetho (Type 9A Devil). The garrison consists of nine Common Devils, twenty-four Ordinary Devils, eleven Daityas, seventeen Iblis, six squads of Romatyas, and nine Zoybim. Fifteen Infernal Hounds live in a one-room underground den. The camp has an altar to Lucifer tended by Vobanasko (evil male Dwarf, Priest L14).

75. A stone pit, 85 FT long by 32 FT wide, 40 FT deep. A Giant's bones lie on the pit bottom (chainmail, helm, spiked club, 'short' sword, backpack). Six Green Protoplasm (HD4, hp35, pseudopodia, acid spray) hide on the pit walls.

76. An oval earthen mound, 155 FT long by 66 FT wide, 30 FT high. A stone door on the west side leads to a collapsed interior chamber holding two sets of decayed Dwarven bones. Burning Cacti grow on the mound. An encounter occurs here on 1d12 rolls GTET 10.

77. A rectangular field of sweet grass and flowers, one-half mile long by one quarter-mile wide. A herd of twenty-four Hell Horses and thirty Hell Cattle graze here, tended by ten Common Devils.

78. Slepwalp Shrine, dedicated to Samael. A circular building, 50 FT across, the rear wall is solid white stone, the front section is ten white stone columns. The roof is a copper pyramid peaked over the altar. The shrine is tended by Amaldollaph (Type 8A Devil). An underground treasury room is reached through a secret door in the back wall.

79. A four parallel lines of Sulphur vents, each line is one-third mile long, there is 60 FT between them. Each vent is a cone, from 5 FT to 10 FT at the base, 6 FT to 12 FT high. Each cone releases a mixture of Sulphur gas and other noxious substances. Mortals are blinded by the stinging gas (S30Stam, checked every 5 minutes, range 100 FT). Elemental Sulphur can easily be harvested from the ground. An encounter occurs here on 1d12 rolls GTET 8.

80. A single two-story brick building (office), occupied by sixteen Zoybim, three Ordinary Devils, and an Iblis. The

building is visited by an Iblis and squad of Romatyas every four hours.

81. A four-story tan stone building with portcullis entrance. An underground level holds silver for Zimidar, three hundred chests each with 8500 SP. The building is guarded by four Daityas, four Iblis, two squads of Romatyas, and ten Harpies of Hell. The offices are occupied by fourteen Zoybim, a Medusa, two Minotaur, and a genius Orc.

82. A rectangular area one-third mile by one-quarter mile, the perimeter marked by small blowing green stones. Mortals within the area see 1d4 additional images (illusions) of all companions and opponents (S35Will, checked every 5 minutes, affected persons apply -5 TH modifier).

83. A grey stone plaza 100 FT by 75 FT, with four wood stocks painted grey and black. They are currently occupied by Gasparo (evil male Human, Rascal L12) and Venyse (Type 8A Devil). The plaza is guarded by two Iblis, a square of Romatyas, and five Centaur of Hell.

84. A 5 FT by 8 FT tunnel leads underground to a circular room, 120 FT in diameter. A Ghoul (HD4, AC30) and Zombie (HD3, AC15) comes out of each of six niches along the perimeter every 10 minutes. 213 Zombies and 116 Ghouls are already in the room, there are 2d20 Zombies and 2d12 Ghouls on the surface.

85. Camp Secramlar, headquarters of Infernal Legion X (General Jutas). The camp consists of three underground levels with a total of sixty-two rooms. The camp is commanded by Utalghan (Type 9A Devil). The garrison consists of twenty Common Devils, seven Ordinary Devils, nine Daityas, thirteen Iblis, four squads of Romatyas, and eight Zoybim. The camp keeps twenty Infernal Hounds (two Ogre handlers).

86. A rough tunnel 9 FT tall by 5 FT wide leads to six underground rooms occupied by five Fe'ur Trolls (HD7, AC40, fire breath). Found in the rooms are 600 GP, four emeralds (2534 GP, 5583 GP, 13,588 GP, 18,504 GP), three swords (one +2, good bane), chain mail shirt AC+16, four wholesome meals, and two wholesome barrels of water.

87. Crypt of the Red Scimitar Legion. A two-story red stone

building, 60 FT by 35 FT, a stair leading down to three levels of catacombs. Four hundred ten members of the Legion are buried here. The crypt is guarded by ten Specters (HD7, AC80 ferrous), and ten Wraiths (HD10, AC120 ferrous).

88. A metal guard tower, four stories high, occupied by twelve Doppelgangers (HD5, AC25+armor); the Doppelgangers appear like dwarves in chainmail.

89. A circular area a half-mile across, the border marked with wood stakes. No person carrying more than ten pounds of iron/steel can enter the area. An altar in the center has two silver-bladed swords stuck into it, one +2 (good only, undead slaying), and one +2 (evil only, Priest slaying).

90. A rectangular area three-eighths mile long by a quarter mile wide, the perimeter marked with bronze bees mounted on stakes. Mortals in the area hear a continuous loud buzzing and humming. Priests, Crusaders, Wizards, and Shaman fail in performing prayers and casting spells (S32Will, checked for each prayer or spell. An encounter occurs in the area on 1d12 rolls GTET 7.

91. The Pool of Soym. An H-shaped pool, the long sides each 200 FT long by 50 FT wide, the connection 70 FT by 50 FT. The pool is surrounded by a red stone plaza, with a black metal fence. The pool is 8 FT deep. There are four statues of Type 8A Devils fighting large worms mounted in the pool, each one 18 FT high on a 10 FT pedestal. Good persons who completely dunk in the pool gain an additional AC+10 for the subsequent 1d100 hours; on a 1d100 roll GTET 97 they also gain the power to destroy a Devil by touch (persists 1d100 hours, limit HD10, S32Stam).

92. A 120 FT stone tower, 15 FT on a side, stairs wind around the outside to a 20 FT cupola on top. Four large bronze bells hang in the cupola. The tower is minded by Havornoth (male Gnome, monk of Lucifer). A patrol of Romatyas comes by every 12 hours.

93. A two-story brown stone building, having eight rooms on the ground floor, five rooms on the upper floor, and three underground rooms. The building is occupied by Lemmelroy (Lich, Air-Fire-Water Wizard L19), and his three servants Orsik, Gurian, and Alvis (Dog-headed men, HD6, hp50+1d6,

chain mail). Lemmelroy has a library of very rare books about Air Magic. He is partial to Elves.

94. A 4 FT by 4 FT hold leads to an underground chamber, occupied by Gowerdon (neutral male Human, Rascal L15), Ansuro (evil male Gnome, Rascal L16), and Barjik (evil male half-Elf, Rascal L13). They are casing Castle Ivabrorio, trying to steal a shipment of gold to General Barbariccia.

95. A circular area one-third mile across, the perimeter marked by a thin white line. Mortals in the area are effected by panic (S30Stam, checked every 5 minutes; the effect lasts 3d100 minutes). An encounter occurs here on 1d12 rolls GTET 5.

96. Castle Ivabrorio, headquarters of Infernal Legion XII (General Barbariccia). The castle consists of two four-story black stone Keeps with metal roof, six six-story stone towers, and four one-story wood buildings. The castle has a 35 FT purple stone wall surrounded by a 10 FT earthen berm. The castle is commanded by Milgramang (Type 8C Devil). The garrison includes twenty-one Common Devils, sixteen Ordinary Devils, twelve Daityas, twenty Iblis, five squads of Romatyas, ten Harpies of Hell, and thirteen Zoybim.

97. Namerone Quarry. A rectangular pit, 450 FT long by 170 FT wide by 100 FT deep. There are three one-story wood buildings along the rim, with four metal hoists. The quarry is directed by Horam Remin (neutral male Dwarf, Master Miner, Warrior L8). The staff includes six Common Devils, twenty-eight Ordinary Devils, eight Type 8A Devils, nine Ogres, and fourteen Trolls. The quarry has three solid of ingots.

98. Horuin Theater. An open-air theater in the round, with a 100 FT wide stage surrounded by fifteen seating tiers. On 1d12 rolls GTET 9 a production of the Damning of Mirabelle is in progress. The audience consists of 2d100 Common Devils, 2d100 Ordinary Devils, 1d20 each Type 8A Devils, Iblis, Romatyas, and Zoybim.

99. A circular area one-third mile across, the area is filled with numerous large gold nuggets. Each nugget is 1d20*quarter pound, with pure gold equal to one-half the nugget weight.

100. A rounded hill, one-eighth mile long by one-tenth mile wide, by 80 FT high. The hill is planted with red-orange Cacti, 8 FT to 12 FT; each Adventurer is attacked every round by 1d12 needles (hp1d6 each, range 25 FT). On 1d20 rolls of 20 the spines are poisoned (S30Stam, paralysis 1d100 minutes). An 18 FT statue of a horned frog is on top of the hill.

101. A ruined Shrine, with parts of three black-red walls and a broken black altar. Occupying an underground room is Takenmeoth (Vampire Lord, HD11, AC65, hp104, Shaman L11). Takenmeoth is interested in creating slaves to take to on an expedition to the Querrixdeff universe (fifth Celestial Sphere).

102. A cruciform-shaped area, each arm one-eighth mile long by one-tenth mile across, the perimeter marked with white stones engraved with cups. Mortals inside the area are affected by severe drunkenness (S34Stam, checked every 3 minutes; reduce Agility 6 points, reduce Will 4 points, apply -5 TH modifier, S33Will to perform any Prayer or Spell). An 8 FT wide hole in the center holds 2895 diamonds, each valued 1d100*1d100*1d6 GP.

103. Six concentric thorn hedges, each hedge is 15 FT high by 10 FT thick, with 12 FT between each hedge. A single wood door is in each hedge, offset by one-tenth of the circumference. The center area is 50 FT across, holding a garden of rare herbs (1d10*quarter pound of any herb is found on 1d20 rolls GTET 13). Ten petrified bushes are in the garden center. An encounter occurs in the hedges on 1d20 rolls GTET 13.

104. Camp Donjanon. The camp consists of eight one-story wood buildings with bronze roofs, with a three-story black stone tower, surrounded by a 20 FT wide moat filled with flammable oil. The camp is commanded by Kolkenhommer (Fire Giant, HD9, AC30). The garrison consists of twenty-three Centaurs of Hell, eighteen Ordinary Devils, fifteen Common Devils, six Iblis, three squads of Romatyas, and two Ogres.

105. The Palace of Focalor, Duke of Hell. The palace consists of a three-story black stone U-shaped building set inside an orchard of plum trees. At the rear are three black-

lined ponds and a greenhouse of poisonous plants. Focalor's Major Domo is Imotry (Type 8B Devil). The staff consists of thirty-two Common Devils, nineteen Ordinary Devils, five Daityas, eleven Iblis, and fourteen Zoybim. There are also three Medusa, nine Centaurs of Hell, a Harpy of Hell, two Orcs, and five Bugbear. Focalor is known for his collections of very rare plants.

106. Post 108. A 70 FT red metal observation tower topped by an 8 FT by 8 FT screened room, occupied by three Ordinary Devils, two Zoybim, and two Harpies of Hell. The tower has ten explosive grenades, six smoke grenades, three poison gas grenades (1d20 damage, save 1d20 GTET [32-Stamina]), and two flash powder grenades.

107. An oval area a half-mile long by one-quarter mile across, filled with vents of putrid gasses. Each vent is a slit 1d12 FT long by 1d6 FT across, releasing purple and pink gas that causes mortals to double-over with nausea and retching for 2d100 minutes (S34Stam, checked every 3 miles).

108. A 4 FT by 8 FT natural tunnel leads to an underground room containing a purple altar dedicated to Zimidar. The Adventurers come upon Thiassi Loyset (good male Priest, L16) with Sephar (good female Crusader, L14) and Erzabeth (good female Crusader, L12). Thiassi is purifying the altar and rededicating it to Narada (Goddess of Travelers and Hospitality).

109. A 45 FT leather pavilion occupied by fifteen male Humans, monks dedicated to Samael. The monks are guarded by twenty Bugbears. The monks are traveling to the Palace of Adramalech for an audience. They have three ingots of silver, two gallons of Unholy Water, and ten Healing Potions.

110. A square area, three-eighths mile to a side, filled with large azure toadstools, standing 5 FT to 9 FT with caps up to 10 FT across. The toadstools release spores that rot mortal skin at hp1d3 every 5 minutes (S32Stam each period). When the meat is thoroughly cooked it is highly nutritious (not free of the Inferno binding).

111. Adventurers come across four large male Efreet (HD9, AC28) who are digging up a bronze sarcophagus with an

Efreet's bones. The sarcophagus holds a platinum-ruby Scepter (38,034 GP), a gold chain-pendant (11,529 GP), and a silver medallion engraved with a Sphinx (9238 GP, important to the Axandrad Clan of Efreet).

112. A 30 FT wide pit, 25 FT deep, a 40 FT cave opens half-way down, occupied by seven Hell Salamanders (HD5, AC30, fire breath).

113. Anechino's Manor. A three-story blue stone building with fountains on the east and west sides, and an orchard of prickly pear at the back. The manor is occupied by Anechino (Daityas), with a staff of nine Common Devils, eleven Ordinary Devils, six Type 8A Devils, two Centaurs of Hell, and three Skeletons. Anechino is known for collecting rare insects.

114. A wood barn with copper roof, 250 FT long by 65 FT long. Inside are trestle tables with clay pots filled with rare herbs. Any herb can be found on 1d20 rolls GTET 8, in quantities of 1d10*^{tenth} pounds. The barn is tended by five Ordinary Devils and three Infernal Hounds.

115. A brick stone ramp, 12 FT wide, leading to a bricked vault. The vault is occupied by four Lamia (HD4, hp35, AC63). The vault is filled with ninety barrels of grapes picked from vines grown in the forest of the Sixth Circle and thirty empty barrels. The Lamia have a wine press and are squeezing grapes.

116. Three Efreet (HD9, hp82, AC30) and two Air Elementals (HD4, AC26) are in a camp of four leather tents. The Efreet are journeying to Camp Donjanon. The Efreet are found playing musical instruments. They have sixty wholesome meals and twenty gallons of good quality ale.

117. Monument to the Battle of Papondule, fought by Legion XIV 728 years ago. Four 12 FT black stone columns support a silver platform, 15 FT across, on the platform is a 22 FT silver statue of Type 8B Devil with a leashed Basilisk. Evil persons who touch the basilisk are protected from stoning for 1d100 hours (fails S34Will). An encounter occurs here with 1d12 Basilisk (HD4, AC24) occurs on 1d20 rolls GTET 12.

118. Sayyon Manor. A U-shaped building with two stories along the back and single stories along the longer lengths. The building is constructed from blue stone with slate roofs. The Manor is occupied by Golwepha (Succubus), concubine of General Alichino. The staff is fourteen Common Devils, seven Type 8A Devils, four Zoybim, three Centaurs of Hell, and two Medusa.

119. Eighteen stoned Caleygreyhounds, arranged in a circle around a 15 FT hexagonal red stone column. A 4 FT crystal ball is mounted on top of the column. The ball glows with a yellow light when good persons are within 100 FT. Mortals touching a caleygreyhound is stoned on 1d100 rolls of 100 (S37Stam).

120. A one-story green stone building with thatched roof, 45 FT on a side with two wood doors. The building is occupied by Melgreassor (male Gnome, Master Jeweler), guarded by two Romanatyas. He has been hired to make twenty platinum Brooches, six gold Chains, and eighteen silver-ruby Rings.

121. A circular area one-third mile across, the perimeter marked with small yellow stones. A light yellow haze permeates the entire area (laughing gas). All mortals in the area are affected by continuous laughing (S32Stam, affected persons cannot perform prayers or cast spells, their Stamina is reduced 4 points).

122. Ten earthen grave mounds, each 14 FT by 4 FT, with a grey headstone. Each headstone is engraved with a picture of a Type 8A Devil. Buried in the fourth grave is a Scimitar +3 (evil, Armor Ripping, Lightning Bolt 3d6 1/day).

123. Beccandor and Phorda (both Daityas) are found in the shell of a one-story cottage, playing chess.

124. A 7 FT by 10 FT tunnel leads underground to a two-room natural cave; one room is partially filled with water. The cave is occupied by ten Rot Beetles (HD4, AC32). Also in the caves are a silver-bladed Axe +2 (Goblin Cleaving), a Helm of Infravision (AC+10), a Potion of Healing, and a dwarf's skeleton.

125. Garden of Arkenhad. A rectangular area 600 FT by 425 FT enclosed by a yellow brick wall, with three arched openings.

The garden contains a tree with silver plums. The garden is tended by Esprella (evil female Human, Master Gardner) and two Common Devils.

126. A five-story brown stone tower, each story being) a single room. The tower is occupied by Hondrak Ulscaen (neutral male Half-Elf, Poet, Warrior L7, rapier specialist). Hondrak is writing about hell in his new epic, 'Erddrac in the Furnace of Hell.' He has thirty-two wholesome meals and ten galls of wholesome water.

127. Three flights of stairs made of blue marble, each flight is 50 FT long and rises 15 vertical FT. The stairs end at nothing. An encounter occurs here on 1d12 rolls GTET 7.

128. A two-story wood building with bronze roof, Taxidermy for rare and unusual creatures. The workshop is managed by Nalcullet (evil male Elf, Master Craftsman) with Holges (evil male Human, Craftsman), and two Zoybim.

129. A circular area three-eighths mile across, the perimeter marked in a line of rust. When Adventurers enter, one quarter of their ferrous (iron-based) weight is disintegrated every five minutes spent in the area.

130. A one-story black building with five rooms. The center room is a torture chamber, 60 FT across. The room is equipped with a rack, stocks, a brazier with irons, a whipping post, a variety of flails, and a bed of nails. On 1d12 rolls GTET 10 a captured mortal is being whipped by a Daityas and two Iblis (Ormagan, good male Human, Warlock L13).

131. An oval area one half-mile long by one-third mile wide. All creatures inside the area are invisible (normal sight, infrared vision, ultraviolet vision).

132. A 6 FT by 5 FT natural tunnel leads to a worked stone bunker underground, occupied by Byborella (neutral female Human, Mystic, Seer) and her four Ogre (HD5, AC28) guards. The bunker has thirty wholesome meals and fifteen gallons of wholesome water.

133. Four stone cairns in a line, each one constructed from dark blue stones, 13 FT long by 7 FT wide by 6 FT high, hav-

ing 8 FT between them. A spear shaft with a blue and white pennant is stuck into the second cairn. A 2 FT clay figure of a winged bird sits on the third cairn.

134. A wet bog, one third mile long by one-quarter mile wide. The bog averages 4 FT deep. Rains occur ever 1d6 hours for 1d100 minutes. At the west end are two 6 FT green stone statues of frog-headed men with tridents.

135. A stone arch, 32 FT high in the center, 20 FT across, 12 FT thick. A male human is locked naked in an iron cage hanging from the arch (Jacomelo, neutral, Noble). The arch is guarded by four Common Devils. A patrol of an Iblis and Romatyas stops at the arch every 10 hours.

136. An oval area three-eighths mile long by one-quarter mile across, the perimeter marked by a thin black line. Mortals in the area experience strong cramping (S33Stam, checked every 3 minutes; affected persons reduce their Stamina 4 points, apply a -3 TH modifier, must succeed on S32Will to cast spells or perform prayers). Three Cockatrice (HD9, AC55) are in a one-room cave in the area.

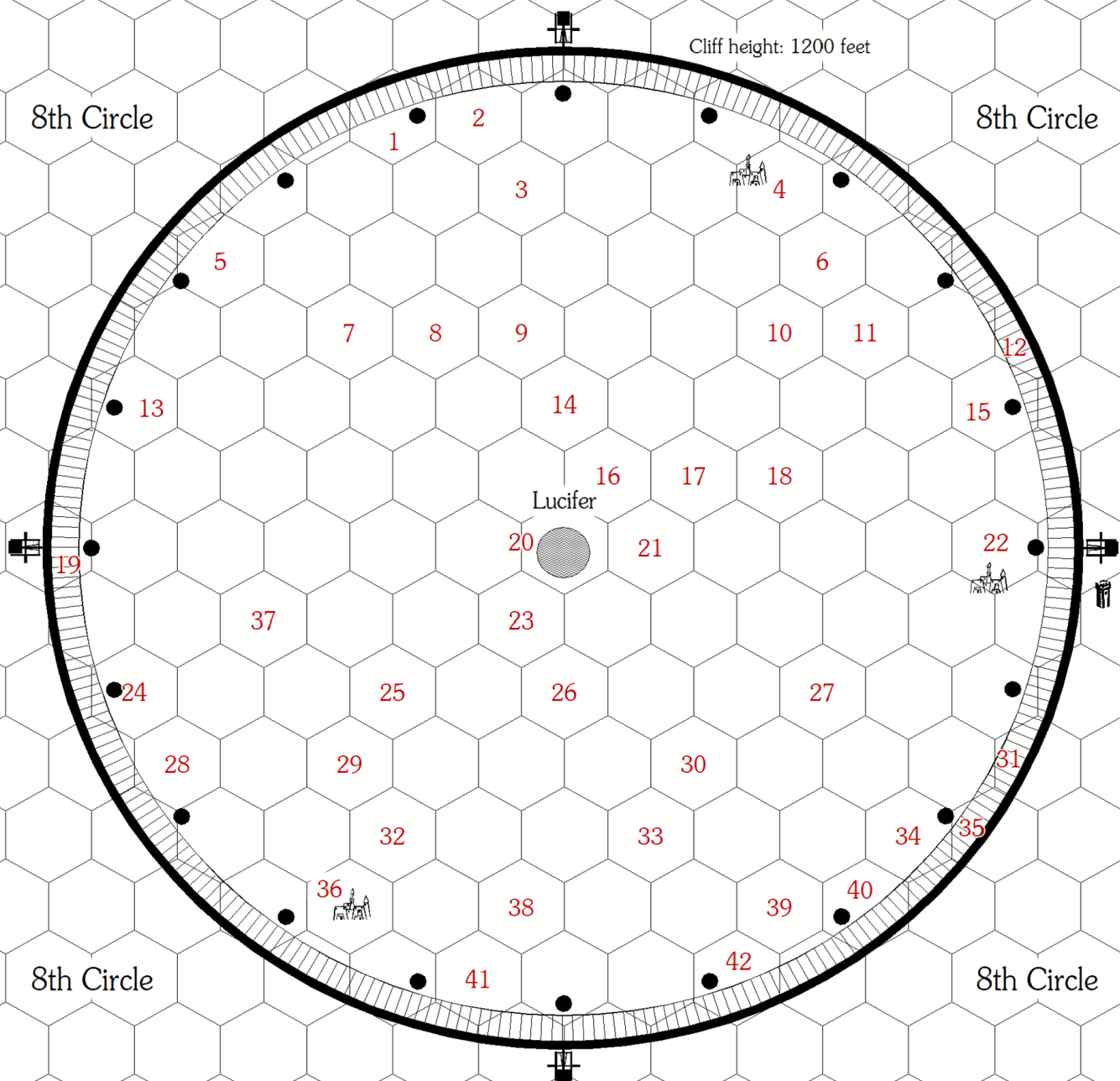
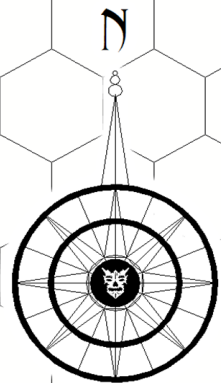
137. Temple of Empholling, dedicated to Lucifer. A two story green stone structure with four underground rooms. The upper floor is the temple room, 50 FT across, with two black altars, a fire pit, and three 20 FT bronze statues. The temple is kept by Mazellan (evil male Gnome, Priest L12) and Cathusa (evil female Elf, Priest L10), aided by an Ordinary Devil and a Zoybim. A healing pool is in the underground area. The temple has a treasury of 225,000 GP.

138. A brown stone rectangular Cistern, 25 FT on each side, 35 FT high, with a cupola on top. An encounter occurs here on 1d20 rolls GTET 14.

139. A black wood platform 8 FT above the ground with two gallows; the nooses are 20 FT off the ground. On 1d12 rolls GTET 5 two Common Devils are found hung. On 1d20 rolls GTET 12 the hanging party is present, two Daityas, four Iblis, four Type 8A Devils, and two Zoybim.

NINTH CIRCLE OF HELL

1 Hex = 1 Mile



Circle Nine

Diabolic Prince	Asmodia (Red field, crossed gold tridents)
Diabolic Dukes	Azazel, Sitri
Diabolic Generals	Barbas, Ninurta, Orias
Devils	Common, Ordinary, Myduforyas, Freppi, Cayyas, Zoybim, Types 9A through 9C
Other Notable Creatures	Lucifer the Arch-Fiend
Sinners and Punishments	Betrayers (frozen to neck in ice)
Environment	Arctic and Ice
Physical Challenges	Extreme Cold, Slippery, Fog, Mental Attack (despair, near Lucifer)
Size	Circle, Outer Circumference 40 miles, Outer Diameter 12 miles, Radius 6 miles

Description

The Ninth Circle is located at the bottom of a 1200 FT cliff in the lowest section of Inferno, nearly a mile below the outer rim. It is the only Circle that is actually circular. The surface is the perpetually frozen swamp Cocytus, fed by the springs and waterfalls of tears whose outfall is on the cliff above. Cocytus is an extremely smooth and slippery mass of ice, one half-mile thick, which cannot be broken, chipped, chopped, melted, or otherwise damaged by any power or device possessed by mortals.

White stone directional Obelisks are found two hundred fifty feet inward from the outer border, spaced at two mile intervals around the perimeter; each Obelisk is 10 FT tall. The outer face of each one is inscribed with arrows pointing north (clockwise) and south (counterclockwise). The arrows point to the nearest Diabolic Prince, or Duke (Asmodia, Azazel, Sitri).

Lucifer

The Arch-Fiend of Hell is frozen into the ice at the geometric center of Malebolge and Gehenna. He is a roughly humanoid figure whose overall height is 750 FT, 350 FT confined in and below the ice, 400 FT in the air above. He is 82 FT thick at floor level and 100 FT thick above and below. The ice holds and confines him like a tightened belt from which he cannot escape. He has three arms like black dragon's claws, each 40 FT long with 3 FT talons. His three wings are like those of red, blue, and black bats, each 80 FT by 55 FT tall, one on his left shoulder, one on his right shoulder, and the third along his spine (the wings beat continually, creating the infernal winds); the sound of the wings cracking against the air is deafening close to his body. Lucifer has three human-like heads, each 32 FT high by 22 FT wide, with eight large curved horns, three blazing red eyes, sagging jowls, massive ordinary teeth like sharpened sword and ten upper lip fangs hanging down to his chin. Each mouth chews one of the worst betrayers of history like gristle. Below the ice are scaled legs each 230 FT long ending in massive cloven hooves 20 FT in diameter. His purple reptilian tail has three forks, each of which has three forks and each of those forks again by three, ending in twenty-seven curved scorpion's stingers (the tail is firmly frozen into the ice). He is covered in pink and purple scales the size of large pointed shields, with black and red oozing sores the size of a man's head. Hairs up to 6 FT long grow through the hard scales. Lucifer shakes and twitches, and his muscles clench. Each head cries out with an inarticulate pain with every bite on his body and as his wing muscles strain to lift him out of the ice. He cannot be injured by any power possessed by mortals.

Weather and Mental Effects

A thick roiling soup of dark black cloud hangs low over the center of the Circle, and ominous rumbling peals of thunder echo in the icy well, sometimes loudly enough that nor-

mal speech is impossible. The air temperature is a constant 15 degrees. Strong icy winds blow outward from the Circle's center in all directions, driven by Lucifer's beating wings (average speed of 50 miles/hour gusting to 80 miles/hour. Mortals become numb in ($\frac{3}{4}$ *Stamina statistic) minutes (S32Stam, checked every minute), after being numbed they suffer hypothermia in after another ($\frac{1}{2}$ *Stamina statistic*10 minutes, S30Stam checked every minute) if they are not protected from the intense cold (see Codicil of Maladies).

The inner half of the Circle has thick white fogs which limit vision to 12 FT and muffle sounds (hearing is reduced to one-quarter range). The fogs are more numerous and thicker closer to Lucifer until the 100 FT area immediately around his body is nearly impenetrable. Within three miles of Lucifer check for fog after every four hundred FT; thick fogs occurs on 1d20 rolls GTET 11, persisting for 1d20*100 FT.

Mortals are affected by strong nausea because the entire Circle has an incredible stench emanating from the ice, with strong smells of waste and decay mixed with rotting sewage and garbage and the heavy scent of skunk musk (S34Stam, checked every fifteen minutes, see Codicil of Maladies). Each mortal contracts a wasting fever (S32Stam, checked hourly, Stamina and Strength statistics are each reduced 1 point every four hours and persist or 3d20 hours, every third day thereafter victim regains a point to both statistics on S30Stam; points not regained on three consecutive attempts they are permanently lost); if either statistic is reduce to zero the affected persons dies).

The evil of Lucifer beats at the minds of mortals like waves on the ocean, making it difficult for even the most hardy and strong-willed to approach him. A mortal must succeed on S34Will to move forward, checked every half-mile (apply a -2 modifier within 3 miles of the center, a -4 modifier within 2 miles, and a -8 modifier within a mile). Persons whose Will is broken (e.g. fail the save) experiences 4d100 minutes of overwhelming panic and blackest despair, is confused and disoriented, cannot perform spells or prayers, and can only

fight if directly attacked. Broken-willed characters cannot continue toward the center until they recover from the despair and panic. Broken-willed characters that are restrained and forced toward the center must roll LTET their Will statistic on 1d20 after every half-mile of travel otherwise become temporarily insane for 1d100 days; the insanity is permanent on rolls of 20 on 1d20.

Circle Nine Locations

1. A camp area with five permanent ice-block sleeping shelters and a fire pit sheltered by ice blocks. On 1d8 rolls GTET 5 the camp is occupied by a group of evil Adventurers: Warriors L16 and L14 (Half-Elf), Rascal L17, Priest L15 (Lucifer), Water Mage L17 (Gnome), and Shaman L18 (female Elf).
2. The Pool of Arididee. A fiery bubbling pool of liquid nitrogen, 250 FT across by 15 FT deep. The pool is bordered by blocks of purple ice, with a 15 FT wide ramp at one end. A black ice statue of Asmodia stands in the pool center. On 1d20 rolls of 20 a person immersed in the pool is placed in stasis for 1d100 years, otherwise immersion causes hp1d12 damage/round.
3. The Pyramid of Fillagor. A conical structure of blue ice 140 FT tall by 180 FT diameter. The pyramid was built eight hundred twenty years ago by the evil Crusader, Fillagor of Anindorn. An unseen chamber in the center holds an altar to Asmodia and a Staff of Domination (Good Creatures).
4. The Palace of Asmodia, Prince of Hell. The Palace is a rectangular ice structure of four above-ice floors and two below-ice floors. It has a staff of 6 Type 9C Devils, 14 Type 9B Devils, 30 Type 9A Devils, 22 Common Devils, 14 Ordinary Devils, and 17 Zoybim. Asmodia's Major Domo is Nedabasis. DPL.
5. A magical zone of forgetting two hundred FT long by one hundred thirty FT across (save 1d20 GTET [37-Will]). The zone is marked on each side by an ice statue of a cobra with

extended hood (warning position). Affected persons are afflicted with complete and total amnesia. Their previous memories are spontaneously restored on S35Will1, checked every two weeks; after one year, apply a cumulative +1 roll modifier after every subsequent month; if their memories are not restored after two years the effect is permanent.

6. A field of Forget Flowers (S32Will1). The field is a rectangular plot 150 FT by 80 FT. Affected mortals are afflicted with complete and total amnesia; their memories are restored 2d100 hours after exposure. On 1d20 rolls GTET 14 the corpse of a Type 9B Devil is in the field along with their gear.

7. Rimentir Fort. A two-story black ice block building constructed around a large central courtyard, the building is the headquarters of Infernal Legion II (General Barbas). The permanent garrison includes 2 Type 9C Devils, 2 Type 9B Devils, 3 Cayyas, 8 Freppi, 70 Myduforyas (six squads plus ten unattached), and 20 Zoybim.

8. Staendorhem Ruin. The ruin of a Diabolic Officer's mansion. Parts of twenty ground-floor rooms and five second-story rooms remain, along with three below-ice rooms. An encounter occurs on 1d20 rolls GTET 16. Searching the rubble yields two potions and one enchanted object (one point enchanted item value).

9. An oval area one hundred FT across containing dancing blue flames, each one 4 FT to 7 FT high. Persons surrounded by the flames suffer hp1d10 damage/round. An encounter occurs in the area on 1d20 rolls of 20.

10. Theater of Tragedy. A white stone amphitheater centered on a circular platform 25 FT in diameter. The seating area is 20 tiers high, the top tier 150 FT long. On 1d20 rolls GTET 18 a group of 40 Myduforyas have gathered for a training lecture by a Type 9A Devil.

11. A group of twelve sulphur vents, each vent a cone 5 FT to 8 FT high by up to 10 FT across at the base. The elemen-

tal sulphur gas acts as a poison doing hp2d8 lung damage (one-quarter damage S28Stam). 1d12 pounds of elemental sulphur powder can be collected from each vent.

12. An oval red stone cairn, 9 FT long by 5 FT wide by 4 FT tall. A carved lion stands on top of the cairn. The grave holds a Cayyas officer along with 10 gems (each 1d12*1000+5000 GP), four jewelry pieces (each 1d20*1000+5000 GP), a silver-bladed scimitar, and one miscellaneous magic item. A curse (S36Will) is upon the one who opens the grave - beer become poisonous (fatal, save [20-Stamina+{drinks of beer}])).

13. Pennaforu Castle. A four-story castle of ice blocks with a six-story round tower and ten rooms under the ice, all surrounded by a 40 FT high wall. The castle belongs to Krozel, a Type 9C Devil and Priest of Lucifer. It is staffed by 30 Ordinary Devils, 11 Common Devils, 8 Zoybim, 20 Type 9A Devils, and a Type 9B Devil. This castle is rumored to contain an artifact, the Phylactery of Galianne.

14. Monument to the Battle of Uanno. A blue-ice archway, 60 FT high by 45 FT long by 15 FT thick, the top is covered with gold horns and wings. The monument commemorates a battle Legion III fought 8432 years ago against the demon horde of Zosmus.

15. A green stone altar dedicated to Lucifer. The altar is 20 FT long by 7 FT wide by 3 FT thick, sitting on three black pillars 5 FT high. Good persons touching the altar suffer 1d10 damage (S33Will), and apply a -3 to hit versus Diabolic creatures for the next 1d100 hours (no save).

16. Eranomyn Spring. A gushing, bubbling spring of frigid black water, 28 FT across by 20 FT deep. The water from this spring is immediately fatal to Elves (S38Stam) and causes half-Elves to become unconscious 2d100 hours (sS35Stam).

17. A 50 FT wide by 20 FT deep conical sinkhole in the ice.

18. A field of dark blue multi-armed cacti growing in the ice. These cacti stand from 8 FT to 14 FT tall, 3 FT thick, with piercing needles. A mortal touching those cacti has water sucked from their body, doing hp1d12 damage/round (S32Stam). When the needles are attached to arrows a +1 damage bonus is gained.

19. Hellont Fastness. A fort constructed of thick ice blocks, with ten 80 FT towers and three Gates; two small levels are under the ice. This is the headquarters for Infernal Legion III (General Ninurta). The permanent garrison includes a Type 9C Devil, 4 Type 9A Devils, 4 Cayyas, 8 Freppi, 70 Myduforyas (six squads plus ten unattached), and 30 Zoybim.

20. The Sanctorum Luciforus. A temple to Lucifer built of ice, with a huge statue under the central dome; the statue exerts a mental compulsion for all to bow and worship Lucifer (save 1d20 GTET [38-Will]). Five stairs lead to areas hidden under the ice. One section has a Diabolic Library. One section has an artifact-class sword and a metal artifact that keeps Lucifer frozen in the Ninth Circle. INF.

21. A pit in the ice, 90 FT across by 110 FT deep, the surfaces are lined with sulphur powder. All of the airborne dust around the pit causes unconsciousness (S34Stam, affected 1d20*quarter hour, Dwarves apply +2 bonus).

22. The Palace of Azazel, Duke of Hell. The Palace is a two-story black stone building, H-shaped, with one level under the ice. It has a staff of 8 Type 9C Devils, 19 Type 9B Devils, 30 Type 9A Devils, 17 Common Devils, 21 Ordinary Devils, and 12 Zoybim. Azazel's Major Domo is Igolla. DPL.

23. An oval ice mound 58 FT long by 40 FT across by 32 FT high. A chamber at the top is covered by a rectangular black stone, 10 FT by 4 FT. The chamber holds an empty wood sarcophagus.

24. A red stone obelisk 30 FT high. The entire surface of

the obelisk is finely carved in Infernal Script. Reading the obelisk summons a Cayyas with 1d8 Type 9B Devils.

25. Yaphet's Crypt. An evil Gnome, Yaphet (Shaman L13), is living in a four-room complex below the ice. One room is his living/cooking room, one room is a sleeping area, one room holds ten frozen human corpses, and one room is a laboratory and enchanting room. Yaphet is making Zombie Salve, Ghoul-dom Ointment, and is researching the process for becoming a Mummy. He has a silver-bladed Rapier +2, a Healing Potion, one Riksmyth Cordial (full healing), an Invisibility Potion, a Stoning Wand, and a Life Bringing Ring.

26. Loden's Fountain. A circular pool 50 FT across by 4 FT deep, surrounded by black and red stone blocks. Red stone statues of Type 9A, 9B, and 9C Devils stand in the pool holding staves from which liquid sprays. The pool is filled with a blue-green color water-alcohol mixture that does not freeze (drinking causes 2d100 hours blindness in humans, S34Stam). Evil persons touching any Devil statue are healed hp1d10.

27. The Monastery of Shan'dueran, dedicated to Asmodia. A four-building compound surrounded by a 25 FT ice wall. The monastery houses eighteen mortals (includes Crusader L13, Warlock L10, Rascal L8, Rascal L14, Water Mage L12, and Air Mage L15), 8 Common Devils, 5 Ordinary Devils, and is led by a Type 9B Devil. Two stone buildings are bunk houses, one stone building holds workshops and the kitchen, and one stone building is a shrine to Asmodia.

28. The Golpanny Arena. A single-story black stone structure, 200 FT to a side. The interior has rectangular field for combat surrounded on three sides by seating (ten tiers high). A match between two Type 9A Devils and an adult White Dragon is in progress on 1d20 rolls GTET 17 (2d100 spectators, 30% Type 9A, 25% Type 9B, 20% Type 9C, 15% Zoybim, 10% Freppi); if a match is not in progress an encounter occurs on 1d20 rolls GTET 15.

29. An S-shaped region containing dancing red fires, 900 FT long by 60 FT wide. The fires are 10 FT to 15 FT high. Envelopment in the fire causes hp3d6 damage/round.

30. Arch of Kalvapith. A four-sided open structure of solid silver, each side is an arch 28 FT tall by 20 FT wide; the tops of the arches support a 1 FT wide circle of solid platinum inlaid with ivory and diamonds. The arch was constructed 1636 years ago by Kalvapith after promotion to Diabolic General (killed 408 years ago by the Crusader, Cunoarda). Mortals who touch the platinum ring are reputed to receive immunity to the cold of the Ninth Circle.

31. A rectangular ice platform, the top is 70 FT by 30 FT, the base is 125 FT by 60 FT; ice stairs are on the north and south sides. Six Ice Golems armed with spiked maces stand on top (fight when good persons approach LTET 10 FT).

32. Shrine to Samael. A one-story green stone building, 80 FT across, with a glowing white metal dome over Samael's statue. The building contains two green stone altars, each 10 FT by 4 FT; the center is covered by an extraordinary carpet (25 FT by 30 FT, 42,500 GP). The Shrine is tended by Azalzis, a Type 8C Devil. Hidden under a floor panel are 5500 GP, twenty diamonds (each 1d20*1000+10,000 GP), nine emeralds (each 1d20*1000+15,000 GP), a Prayer Storing Staff (random 5 Devotions, 4 Mysteries, 2 Majesties), a platinum Ring of Joth, and a silver-jade Locket of Truthfulness. An encounter with 1d6 worshipers or penitents occurs on 1d20 rolls GTET 13.

33. Neyreb Temple, dedicated to Lucifer. A two-story rectangular ice building, 140 FT by 70 FT, with one level under the ice. The building has three red stone altars to Lucifer and the 30 FT Lucifer statue is encased in flames. The Temple is kept by Oelegia (human Priestess L13), Vaelomea (Type 9A Devil), and Granthia (Cayyas). The Temple was constructed 10,483 years ago by the Diabolic Duke Neyreb (killed 4321 years ago by Demon Prince Theatroddag). The treasury in-

cludes 34,000 GP, two enchanted armors, four enchanted books, four enchanted pieces of jewelry, and two enchanted rings.

34. A complex of five ice cave rooms under the ice. The caves are the home of Usthanezzes (Feu'er Troll, HD7, hp61, AC44). His treasure includes: 6720 GP, four chain mail shirts, two barrel helms, Cutlass +3, four Arrows of Freezing, Arrow of Slaying (Gnome), a Scimitar +2 (Water Walker Blade), two silver-bladed Long Swords, a silver Ring of Hardiness, a gold Ring of Many Escapes, a silver Golem Chain, and Vael's Cursed Belt.

35. A two-room ice cave under the ice. The cave is home to Fermanus, an evil Seer and mystic (Shaman L6). Fermanus has no cash or enchanted items, but has a large quantity of good-quality food and ale. He owns five pounds of hallucinogenic herbs, a half-pound of hallucinogenic mushrooms, fifteen doses of a trance-inducing drug (no effect Elves), and four doses of a vision-inducing drug (fatal to Dwarves/Gnomes, S36Stam). Fermanus is a compulsive gossip and offers warmth and ale in exchange for current news. He has been in this cave eighteen years.

36. The Palace of Sitri, Duke of Hell. The Palace is made up of three single-story white stone buildings surrounded by a garden of arctic flowers and a double wall of white ice; one building has two levels under the ice. It has a staff of 13 Type 9C Devils, 15 Type 9B Devils, 33 Type 9A Devils, 12 Common Devils, 24 Ordinary Devils, and 16 Zoybim. Azazel's Major Domo is Escanodii. Visiting the Palace are Callixtus (human, Warlock L16) and his wife Salomea (half-Elf, Shaman L12). DPL.

37. Dercuth Armory. A three-story, six-sided, building constructed of large ice blocks surrounds a five-story rectangular tower. The Armory is headquarters for Infernal Legion V (General Orias). The permanent garrison includes 2 Type 9B Devils, 2 Type 9A Devils, 5 Cayyas, 9 Freppi, 70 Myduforyas (six squads plus ten unattached), and 15 Zoybim.

38. A circular enchanted area 600 FT in diameter. Mortals entering are affected by extraordinary panic (S37Will, persists 1d20*quarter hour, affected persons reduce effective Strength 4 points and effective Will by 2 points, run from combat, if forced to fight apply -3 TH penalty).

39. A 20 FT diameter circular stone patio. Three white stone columns support a two-FT wide copper ring, 15 FT in diameter. 1d3 Senmuru (HD10, hp76, head AC 35, body AC65) are found nearby. Every 1d20+1d12 rounds another Senmuru appears underneath the copper ring.

40. A four-room ice cottage. The cottage is occupied by Timilini (Freppi), Yudicael (Freppi), and Vicellin (Cayyas) who are holding captive Donagh (male 27, second son of Duke Amataeus, four weeks in Inferno). They have demanded a ransom of 15,000 GP and two enchanted items. Donagh is kept in a pair of Gloves of Chaining and has a Mute Charm pinned to his expensive tunic.

41. The Spire of Ivingittia. A blue-ice spire 235 FT tall by 70 FT diameter at its base, the tip is 6 FT across. The spire twists as it ascends. A circular door hidden on the west side of the base gives access to two rooms filled with mysterious machinery.

42. An ice cave complex made up of five corridors and eighteen interconnected rooms. A 10 FT hole in ice gives access through the roof of a room 100 FT across and 30 FT high. A cave-in occurs on 1d20 rolls of 20, checked for each room. An encounter occurs on 1d20 rolls GTET 17, checked every five rooms. A skeleton is found in one room still wearing Sal-lon's Circlet.

Escaping to the Prime Material Plane

Adventurers escape Malebolge by climbing 250 FT down Lucifer's massive body to a wide tunnel in the ice. The tunnel leads south from Lucifer's body and continues 'down' into the ice, turning and twisting and changing orientation [and the direction of gravity] until Adventurers are climbing 'up' towards the underside of Cocytus. The underside of the Inferno Pit is a gradually-expanding area, 2000 vertical FT 'high.' The area is light by a diffuse yellow light coming from above, and the air is fresh and clean (noticeably different from the polluted air of Malebolge).

The Adventurers emerge onto the Cocytus underside about four miles from its edge, where a well-worn path in the snow leads towards the surrounding the cliff. At the cliff wall they find a 30 FT wide tunnel into the cliff, with a flat, even surface, lit by burning gas lamps every 200 FT. The tunnel is fifty miles long and goes in a straight line with no curves and ascends at a constant 2-3% grade. Devils control the first five miles, the length closest to Malebolge. Both Devils and Angels patrol the section that lies from five to thirty miles from Inferno, and Angels control the last twenty miles.

A round chamber thirty miles from Malebolge has a wooden wall across it, with a strong gate. Angels guard the gate to prevent evil persons from passing. A long chamber at the forty-mile mark has two doors at the far end: a gold door leading to the Material Plane and a silver door leading to Purgatorio. The gold door easily opens from the Inferno side, but can only be opened from the Material Plan side using the Ritual of Gerszon. A ten-mile tunnel leads from the gold door to the surface; this tunnel climbs 3000 vertical FT and ends at a lonely three-story tower located on desolate moors, far from civilization. For more details see Journey through Malebolge.

ENCOUNTER TABLES

Seventh Circle Encounters

Determine whether a random encounter occurs after every 2 miles of travel or after every hour. When an encounter is indicated determine the result from the Seventh Circle Encounter Table below using 1d8 and 1d20. Determine the number of creatures using 2d8+2.

Seventh Circle Encounter Table

Select Row 1d20	1-2 on 1d8	3-4 on 1d8	5-6 on 1d8	7-8 on 1d8
1	<u>Sand Beetles</u>	<u>Running Manes</u>	<u>Common Devils</u>	<u>Hulden</u>
2	<u>Sand Beetles</u>	<u>Running Manes</u>	<u>Common Devils</u>	<u>Hulden</u>
3	<u>Sand Beetles</u>	<u>Running Manes</u>	<u>Common Devils</u>	<u>Hulden</u>
4	<u>Rifle Beetles</u>	<u>Running Manes</u>	<u>Common Devils</u>	<u>Type 7A Devils</u>
5	<u>Rifle Beetles</u>	<u>Gila Monsters</u>	<u>Common Devils</u>	<u>Type 7A Devils</u>
6	<u>Death Beetles</u>	<u>Gila Monsters</u>	<u>Common Devils</u>	<u>Type 7A Devils</u>
7	<u>Death Beetles</u>	<u>Spiny Tail Iguana</u>	<u>Ordinary Devils</u>	<u>Type 7A Devils</u>
8	<u>Scorpion Flies</u>	<u>Hell Salamanders</u>	<u>Ordinary Devils</u>	<u>Type 7A Devils</u>
9	<u>Sand Wasps</u>	<u>Hell Rats</u>	<u>Ordinary Devils</u>	<u>Type 7B Devils</u>
10	<u>Sand Wasps</u>	<u>Great Vultures</u>	<u>Ordinary Devils</u>	<u>Type 7B Devils</u>
11	<u>Razor Tortoises</u>	<u>Whirlwind</u>	<u>Ordinary Devils</u>	<u>Type 7B Devils</u>
12	<u>Huge Scorpions</u>	<u>Sphinx</u>	<u>Ordinary Devils</u>	<u>Type 7B Devils</u>
13	<u>Warthogs</u>	<u>Brown Dragon</u>	<u>Oduru</u>	<u>Type 7C Devils</u>
14	<u>Dune Lizards</u>	<u>Fire Magus</u>	<u>Oduru</u>	<u>Type 7C Devils</u>
15	<u>Fire Birds</u>	<u>Dervishes</u>	<u>Ladatajas</u>	<u>Type 7C Devils</u>
16	<u>Gargoyles</u>	<u>Evil Priests</u>	<u>Ladatajas</u>	<u>Type 7D Devils</u>
17	<u>Gargoyles</u>	<u>Fire Elementals</u>	<u>Ladatajas</u>	<u>Type 7D Devils</u>
18	<u>Gargoyles</u>	<u>Djinn</u>	<u>Ladatajas</u>	<u>Type 7D Devils</u>
19	<u>Gargoyles</u>	<u>Efreeti</u>	<u>Ladatajas</u>	<u>Diabolic General</u>
20	<u>Wyverns</u>	<u>Type 8A Devils</u>	<u>Ladatajas</u>	<u>Diabolic Duke</u>

A **Diabolic Duke** travels with 4 Hulden, 4 Odoru, 12 Ladatajas, 1d4 each of Types 7A, 7B, and 7C Devils, and 1d12 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels at 1d6+9.

A **Diabolic General** travels 2 Hulden, 5 Odoru, three squads of Ladatajas, and 1d10 each of Types 7A and 7B Devils, and 1d12 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels at 1d6+9.

Encounters on the Hidden Stairs (1d12): (1) Giant Fire Ants, (2) Giant Vampire Bats, (3) Golden Beetles, (4) Death Beetles, (5) Efreeti, (6) Earth Elementals, (7) Gargoyles, (8) Disease Lice, (9) Yellow Mold, (10) Poison Mold, (11) Disease Ticks, (12) Recluse Spiders.

Eighth Circle Encounters

Determine whether a random encounter occurs after every mile of travel or after every half-hour stopped. When an encounter is indicated determine the result from the Eighth Circle Encounter Table below using 1d8 and 1d20. Determine the number of creatures using 2d8+2.

Row, 1d20	1 - 2 on 1d8	3 - 4 on 1d8	5 - 6 on 1d8	7 - 8 on 1d8
1	2d20 Hell Rats	1d12 Gargoyles	d8 Ordinary Devils	1d6 Type 8C Devils
2	2d20 Hell Rats	1d12 Gargoyles	d8 Ordinary Devils	1d6 Type 8C Devils
3	2d20 Hell Rats	1d12 Gargoyles	d8 Ordinary Devils	1d6 Type 8C Devils
4	2d20 Hell Rats	1d12 Gargoyles	d8 Ordinary Devils	1d4 Type 8D Devils
5	2d20 Hell Rats	1d6 Stone Giants	d8 Ordinary Devils	1d4 Type 8D Devils
6	2d20 Hell Rats	1d3 Chimera	1d10 Zoybim	1d4 Type 8D Devils
7	2d20 Hell Rats	1d3 Manticore	1d10 Zoybim	1d4 Type 8D Devils
8	1d8 Giant Vultures	1d4 3-Head Hydra	1d10 Zoybim	1d12 Romatyas
9	1d8 Giant Vultures	1d6 Wyvern	d8 Type 8A Devils	1d12 Romatyas
10	1d8 Giant Vultures	Black Dragon	d8 Type 8A Devils	1d12 Romatyas
11	1d8 Giant Vultures	Green Dragon	d8 Type 8A Devils	1d12 Romatyas
12	1d10 Giant Wolf	Red Dragon	d8 Type 8A Devils	1d8 Iblis
13	1d10 Giant Wolf	Common Devils	d8 Type 8A Devils	1d8 Iblis
14	1d6 Trolls	Common Devils	d8 Type 8B Devils	1d8 Iblis
15	1d4 Cyclops	Common Devils	d8 Type 8B Devils	1d4 Daityas
16	1d8 Ogres	Common Devils	d8 Type 8B Devils	1d4 Daityas
17	Evil Warriors	Common Devils	d8 Type 8B Devils	Diabolic General
18	Evil Crusaders	Common Devils	d8 Type 8B Devils	Diabolic Duke
19	Evil Wizards	Common Devils	d6 Type 8C Devils	Prince Zimidar
20	Evil Priests	Common Devils	d6 Type 8C Devils	King Samael

King Samael has a 50% chance of being disguised as an Ordinary Devil, traveling alone. When he has an entourage, it consists of 8 Myduforyas, 12 Freppi, 30 Cayyas, 1d6 each of Types 9A, 9B, and 9C Devils, and 1d20 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels at 1d6+9.

Prince Zimidar travels with 6 Daityas, 8 Iblis, 20 Romatyas, 1d6 each of Types 8A, 8B, and 8C Devils, and 1d20 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of

Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels of 1d6+9.

A Diabolic Duke travels with 4 Daityas, 4 Iblis, 12 Romatyas, 1d4 each of Types 8A, 8B, and 8C Devils, and 1d20 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels of 1d6+9.

A Diabolic General travels with 2 Daityas, 4 Iblis, 20 Romatyas, and d4-1 each of Types 8A and 8B Devils. There are also 1d20 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels at 1d6+9..

Encounters while Climbing into/out of Pits

On a 1d20 roll of 20 each person is attacked as determined from 1d6: (1) 1d6 Giant Bats, (2) 1d3 Harpies, (3) a Wyvern, (4) 1d3 Spectral Bats, (5) 1d4 Gargoyles, or (6) 1d2 Type 8A Devils.

Ninth Circle Encounters

Determine whether a random encounter occurs after every 2 miles of travel or after every hour stopped. When an encounter is indicated determine the result from the Ninth Circle Encounter Table using 1d8 and 1d20. Determine the number of creatures using 2d8+4.

Row, 1d20	1 - 2 on 1d8	3 - 4 on 1d8	5 - 6 on 1d8	7 - 8 on 1d8
1	Ice Toads	Common Devil	Cayyas	Type 9A Devil
2	Ice Toads	Common Devil	Cayyas	Type 9A Devil
3	Ice Toads	Common Devil	Cayyas	Type 9A Devil
4	Ice Lizards	Common Devil	Cayyas	Type 9A Devil
5	Ice Lizards	Common Devil	Cayyas	Type 9A Devil
6	Furry Beetles	Common Devil	Cayyas	Type 9A Devil
7	Furry Beetles	Common Devil	Freppi	Type 9B Devil
8	Cold Crocodiles	Common Devil	Freppi	Type 9B Devil
9	Cold Crocodiles	Ordinary Devil	Freppi	Type 9B Devil
10	Northern Lynx	Ordinary Devil	Freppi	Type 9B Devil
11	Arctic Foxes	Ordinary Devil	Freppi	Type 9B Devil
12	Ice Worm	Ordinary Devil	Myduforyas	Type 9B Devil
13	Ice Spirits	Ordinary Devil	Myduforyas	Type 9C Devil
14	Frost Giants	Ordinary Devil	Myduforyas	Type 9C Devil
15	Frost Giants	Ordinary Devil	Jinguma	Type 9C Devil
16	Ice Giants	Ordinary Devil	Jinguma	Type 9C Devil
17	Polar Bears	Iblis	Jinguma	Diabolic General
18	Polar Bears	Daityas	Quivaras	Diabolic Duke
19	White Dragon	Zoybim	Quivaras	Prince Asmodia
20	White Dragon	Zoybim	Keres	King Samael

King Samael has a 50% chance of being disguised as an Ordinary Devil, traveling alone. When he has an entourage, it consists of 8 Myduforyas, 12 Freppi, 30 Cayyas, 1d6 each of Types 9A, 9B, and 9C Devils, and 1d12 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard,

(12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels at 1d6+9.

Prince Asmodia travels with an entourage of 6 Myduforyas, 8 Freppi, 20 Cayyas, 1d6 each of Types 9A, 9B, and 9C Devils, and 1d12 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels at 1d6+9.

A Diabolic Duke travels with 4 Myduforyas, 4 Freppi, 12 Cayyas, 1d4 each of Types 9A, 9B, and 9C Devils, and 1d12 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels at 1d6+9.

A Diabolic General travels with 2 Myduforyas, 4 Freppi, 20 Cayyas, and 1d6 each of Types 9A and 9B Devils. On 1d10 rolls GTET 5 there are 1d12 other creatures as determined from 1d12: (1) Human, (2) Dwarf, (3) Gnome, (4) Centaurs of Hell, (5) Harpies of Hell, (6) Infernal Hounds, (7) Medusa, (8) Ogres, (9) Troll, (10) Giant, (11) Cyclops, (12) Ettin. Determine the Adventurer class of Humans, Gnomes, and Dwarves using 1d12: (1) Warrior, (2) Warrior, (3) Rascal, (4) Rascal, (5) Warlock, (6) Crusader, (7) Crusader, (8) Priest, (9) Priest, (10) Shaman, (11) Air Wizard, (12) Fire Wizard. Humans, Gnomes, or Dwarves have Adventurer Class levels at 1d6+9.

Encounters in the Escape Passage

Encounters in the Devil's Zone of Control:

1d12 Result	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	<u>Basilisks</u>	<u>Hell Rats</u>	<u>Ordinary Devil</u>	<u>Cayyas</u>
2	<u>Calegreyhounds</u>	<u>Hell Rats</u>	<u>Ordinary Devil</u>	<u>Freppi</u>
3	<u>Catoblepas</u>	<u>Hell Rats</u>	<u>Ordinary Devil</u>	<u>Myduforyas</u>
4	<u>Djinn</u>	<u>Hell Owls</u>	<u>Ordinary Devil</u>	<u>Jinguma</u>
5	<u>Efreet</u>	<u>Hell Owls</u>	<u>Common Devil</u>	<u>Jinguma</u>
6	<u>Gargoyles</u>	<u>Hell Skunks</u>	<u>Common Devil</u>	<u>Jinguma</u>
7	<u>Harpies of Hell</u>	<u>Hell Skunks</u>	<u>Common Devil</u>	<u>Quivaras</u>
8	<u>Six Head Hydra</u>	<u>Hell Skunks</u>	<u>Common Devil</u>	<u>Type 9A Devils</u>
9	<u>Leucrotta</u>	<u>Hell Hounds</u>	<u>Zoybim</u>	<u>Type 9A Devils</u>
10	<u>Medusae</u>	<u>Hell Horses</u>	<u>Zoybim</u>	<u>Type 9B Devils</u>
11	<u>Nightmares</u>	<u>Infernal Locusts</u>	<u>Keres</u>	<u>Type 9C Devils</u>
12	<u>Vampire Bats</u>	<u>Infernal Locusts</u>	<u>Keres</u>	<u>Type 9D Devils</u>

Encounters in the tunnel section patrolled by both Devils and Angels:

1d12 Result	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	<u>Death Beetles</u>	<u>Hell Rats</u>	<u>Cayyas</u>	<u>Chaioth Angels</u>
2	<u>Death Beetles</u>	<u>Hell Rats</u>	<u>Jinguma</u>	<u>Chaioth Angels</u>
3	<u>Rabid Dogs</u>	<u>Hell Rats</u>	<u>Jinguma</u>	<u>Arelim Angels</u>
4	<u>Rabid Dogs</u>	<u>Hell Skunks</u>	<u>Freppi</u>	<u>Arelim Angels</u>
5	<u>Medusae</u>	<u>Hell Skunks</u>	<u>Quivaras</u>	<u>Melechize Angels</u>
6	<u>3 Head Hydra</u>	<u>Hell Skunks</u>	<u>Quivaras</u>	<u>Melechize Angels</u>
7	<u>Harpies of Hell</u>	<u>Hell Hounds</u>	<u>Myduforyas</u>	<u>Melechize Angels</u>
8	<u>Gargoyles</u>	<u>Hell Horses</u>	<u>Keres</u>	<u>Cherubim Angels</u>
9	<u>Efreet</u>	<u>Evil Warriors</u>	<u>Type 9A Devils</u>	<u>Cherubim Angels</u>
10	<u>Djinn</u>	<u>Good Crusaders</u>	<u>Type 9B Devils</u>	<u>Cherubim Angels</u>
11	<u>Fire Giants</u>	<u>Evil Priests</u>	<u>Type 9C Devils</u>	<u>Serephim Angels</u>
12	<u>Fire Elementals</u>	<u>Wizards&Warriors</u>	<u>Type 9D Devils</u>	<u>Serephim Angels</u>

Encounters in the Angel's Zone of Control:

1d12 Result	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	<u>Basilisks</u>	<u>Hell Rats</u>	<u>Ordinary Angels</u>	<u>Guardian Angels</u>
2	<u>Gorgons</u>	<u>Hell Rats</u>	<u>Ordinary Angels</u>	<u>Guardian Angels</u>
3	<u>Medusa</u>	<u>Hell Rats</u>	<u>Ordinary Angels</u>	<u>Chaiioth Angels</u>
4	<u>Manticores</u>	<u>Hell Rats</u>	<u>Common Angels</u>	<u>Chaiioth Angels</u>
5	<u>Griffins</u>	<u>Hell Owls</u>	<u>Common Angels</u>	<u>Chaiioth Angels</u>
6	<u>Sphinx</u>	<u>Nightmares</u>	<u>Common Angels</u>	<u>Arelim Angels</u>
7	<u>Death Beetles</u>	<u>Nightmares</u>	<u>Good Priests</u>	<u>Arelim Angels</u>
8	<u>Gargoyles</u>	<u>Hell Hounds</u>	<u>Good Crusaders</u>	<u>Melechize Angels</u>
9	<u>Fire Giants</u>	<u>Hell Hounds</u>	<u>Evil Warriors</u>	<u>Melechize Angels</u>
10	<u>Frost Giants</u>	<u>Hell Hounds</u>	<u>Evil Crusaders</u>	<u>Melechize Angels</u>
11	<u>Lamia</u>	<u>Hell Horses</u>	<u>Evil Priests</u>	<u>Cherubim Angels</u>
12	<u>Hell Salamander</u>	<u>Hell Horses</u>	<u>Evil Priests</u>	<u>Cherubim Angels</u>

4

Encounters between the Silver Door and Purgatorio (20 miles):

1d12 Result	1 on 1d4	2 on 1d4	3 on 1d4	4 on 1d4
1	<u>Hell Rats</u>	<u>Disease Toads</u>	<u>Ishim</u>	<u>Chaiioth</u>
2	<u>Hell Rats</u>	<u>Cave Wurms</u>	<u>Ishim</u>	<u>Chaiioth</u>
3	<u>Hell Rats</u>	<u>Wyverns</u>	<u>Ishim</u>	<u>Arelim</u>
4	<u>Hell Rats</u>	<u>White Mold</u>	<u>Ishim</u>	<u>Arelim</u>
5	<u>Hell Horses</u>	<u>Poison Mold</u>	<u>Elohim</u>	<u>Arelim</u>
6	<u>Hell Hounds</u>	<u>Stool Fungus</u>	<u>Elohim</u>	<u>Melechize</u>
7	<u>Rifle Beetles</u>	<u>Grey Ooze</u>	<u>Elohim</u>	<u>Melechize</u>
8	<u>Golden Beetles</u>	<u>Nightmares</u>	<u>Elohim</u>	<u>Melechize</u>
9	<u>Death Beetles</u>	<u>Minotaurs</u>	<u>Hashmallim</u>	<u>Cherubim</u>
10	<u>Giant Tarantula</u>	<u>Sphinx</u>	<u>Hashmallim</u>	<u>Cherubim</u>
11	<u>Phaze Spiders</u>	<u>Gorgons</u>	<u>Chaiioth</u>	<u>Serephim</u>
12	<u>Poison Spiders</u>	<u>Manticores</u>	<u>Chaiioth</u>	<u>Auphanim</u>